# Monte Carlo
## Anecdotes and Systems of Play

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# Monte Carlo Anecdotes

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# Monte Carlo Anecdotes

## And Systems of Play

By V. B.

Author of

'Bridge Reflections,' 'Ten Days at Monte Carlo'

London

William Heinemann

1910

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# PREFACE

As long as the world exists gambling is sure to continue. Of late years it seems to have increased its hold upon the members of the Upper Classes. Fortunately most of them take to it more as a pastime than a vice. They gamble to amuse themselves, and few of them lose more than they can afford. Some take it up in the same way that many others take to cycling, playing golf, and Bridge, *i. e.* more or less because they are driven to it.

They visit Monte Carlo and Ostend because all their friends go there, and having arrived, they find that they are 'out of it' unless they join in the universal pastime of Roulette.

There are many to whom it matters not whether they win or lose; in fact, the majority come fully prepared to part with a certain sum. But there are many others to whom it does make a difference, and although they may not expect to come away large winners, it will probably quite

spoil all the pleasure of their trip if they lose more than a very limited sum.

To these—the less fortunate of the gambling community—I dedicate this little book, in the hope that each one may find herein a system suited to his or her taste. A player without a system is like a ship without a compass, and although there may be few which lead to fortune, there are a considerable number which will give the visitor to Monte Carlo plenty of play for his money, and ensure him against any heavy loss. I am informed by a gentleman who has frequented gambling establishments for most of his life, that many of my so-called systems are erroneously described as such. They are not 'systems,' he says, but only 'methods of play.' From my point of view, however, every individual may be said to have a system who takes into the gambling-rooms a certain capital, with a pre-arranged plan how he will play it—not only as regards how he will stake his money, but as regards how much it is his intention to win or lose at a sitting.

I am not sanguine that the publication of this book will cause the Administration to put up their shutters; but I do believe that if every visitor to Monte Carlo would only adopt some pre-arranged method of play, *and religiously*

*stick to it*, the dividends of the shareholders would be considerably reduced.

It is the players who vote systems a bore, and can never muster up the strength of mind to come out of the Rooms when they are winners, who contribute most to the profits of the Bank.

V. B.

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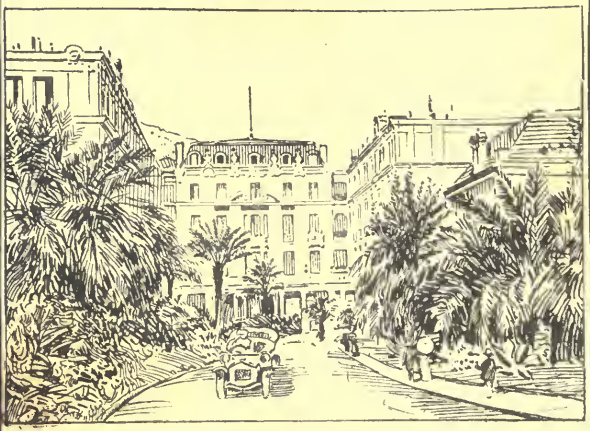
# HOTEL MÉTROPOLE

## MONTE CARLO



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# MONTE CARLO ANECDOTES

AND

# SYSTEMS OF PLAY

## HISTORY OF THE CASINO

One is accustomed to hear Monte Carlo and all its surroundings so thoroughly well abused, that I expect most people who have not been there, are impressed with false ideas.

The leading counsel in a recent 'cause célèbre' described it as 'a hot-bed of vice,' whilst elsewhere such expressions as 'a den of thieves,' 'the Pickpockets' Paradise,' and 'the plague spot of Europe,' etc., etc., have been freely applied to it. To discover any redeeming features about so ill-famed a locality would, therefore, be a refreshing change. But if the little Principality is really such an iniquitous and immoral place as we have heard it described, it is only one more example of how the wicked do flourish and prosper exceedingly.

The history of Monte Carlo during the last forty years bears evidence to this fact, and if the foundation stone of the Casino had been laid by the Pope himself, and the edifice received the blessing of all the clergy in Europe, it could hardly have been vouchsafed a more prosperous future.

This is the conclusion at which I have arrived after reading the history of the 'Cercle des Etrangers,' contained in an amusing little book entitled the *Guide du Joueur* by Charles Limouzin, price one franc.

He states on the cover that "all translation or reproduction is prohibited," but when I say that his book is the best franc's worth in the shops at Nice or Monte Carlo, I trust he will forgive me for quoting his work.

"Fifty years ago," he says, "with the exception of the old town of Monaco, nothing which you see now existed." The Condamine was simply a garden full of olive and lemon trees, which produced at the same time a large crop of violets under the cultivation of Mr. Rimmel, the Paris perfumer.

The rock on which the Casino now stands was a small promontory covered with pines, caroubas, and cactus trees, where thyme and lavender grew wild, and lizards loved to sun themselves.

On what is now known as the Quartier des Moulins stood an old mill, which was in much request for crushing out the olive oil produced in the neighbourhood.

Such then was Monaco, when the first Roulette Wheel was imported into the country. But, as is often the case with new enterprises, the first few individuals, who endeavoured to turn the gambling to their advantage, failed ignominiously.

It was under the auspices of two gentlemen named Langlois and Aubert that the first gambling room was opened, in the only building which the Condamine then possessed. The house belonged to a M. Arnoux, and is now known as the Villa Bellevue. The two partners were, however, very soon discouraged, and made over the business to a M. Frossard of Lilbonne, who in his turn soon passed it on to a M. Daval.

In the meantime better quarters had been found, and the gamblers had deserted the Condamine for a building in the Place du Palais at Monaco, which afterwards became the Hôtel de Russie. At the present day it is used as the Barracks for the Prince's Guard of Honour.

M. Daval was a man of large ideas, and did his best to interest all the most influential people in the neighbourhood in his new project.

In the year 1858 a grand banquet was held to inaugurate the opening of his *Salle-de-Jeux*. About one hundred and fifty guests were present, including all the notabilities of the country. Prince Charles III. of Monaco came in for the dessert, and toasts were drunk with enthusiasm. In spite of this brilliant commencement, the enterprise never showed any signs of success, and M. Daval soon ruined himself, and died shortly afterwards in a hospital at Marseilles.

A small company called Lefevre, Griois et Cie. took over the business, and once more the Roulette Wheels were moved, this time—in 1860—to the centre of the old town, into a house called the *Maison du Général*.

Close by was the *Café du Soleil*, where gamblers who had not even two francs, which was the minimum stake in those days, used to meet their friends and play cards with them in hopes of winning enough to have another stake on the Roulette Table before going home!

At that time the croupiers had plenty of leisure, and spent half the day lounging on the Terrace of the Casino; they had a large telescope, which commanded the approach to the place for nearly a mile, and through this they used anxiously to watch the approach of any vehicle, in the hope that it might contain a

possible gambler, in which case they of course all took their places round the table, and were ready to receive him on his arrival.

In those days the gates of the town were shut at midnight, after a drum had been sounded to warn the inhabitants. Late comers were then in an awkward fix; they either had to clamber over the rocks at the risk of a serious accident in the darkness, or they had to compensate the gatekeeper for disturbing his night's rest; the latter was the course most usually adopted.

In 1861 the idea was conceived of building a new Casino on the present site. Plans were drawn up and the work commenced, but the Company lacked funds. The receipts from the tables were small, and the contractors refused to build on credit. Things were consequently at a deadlock.

It was at this moment that M. François Blanc, the Napoleon of the gambling world, was approached, and after due consideration he came to Monaco. M. Blanc was a man of decision, and likewise of few words. He looked over the building in its unfinished state, had a short interview with those interested, and then went to see the Secretary of the Government.

"Tell His Highness," he said, "that I offer

1,700,000 francs for the privilege of gambling, and for the Casino as it stands unfinished. I must have his answer at once, as I am leaving to-morrow."

The answer was not long in coming. It was in the affirmative. From that moment, viz. in 1863, M. Blanc entered into possession of all the rights of the then existing *Société des Bains de Mer et du Cercle des Etrangers à Monaco.*

Under his auspices things at once began to look up, and the venture became a most successful enterprise. Until 1868, when the Railway was opened, the means of access to the Principality were few, and visitors could only come from Nice by the long and steep Corniche road, in which case their carriage cost them fifty francs, or else they had to come by sea. The latter was the cheaper and more popular way of getting there. A little steamer called the *Palmaria* made the passage from Nice to Monaco in about an hour and a quarter, and the charge for a return ticket was four francs.

She was, however, a bad sea boat, and if the weather looked at all threatening, the voyage was postponed until the following day. The start used to be made from Nice at about 4 p.m. so as to give the passengers an hour or two on shore before dinner. The little harbour of Monaco was reached soon after five, when the

gamblers went ashore in small boats, and were transported to the Casino in omnibuses. It was all very amusing, but hardly practical.

The *Palmaria* was succeeded by the *Charles III.*, a larger and better boat, which accommodated on the average about sixty passengers.

The Principality in those days could only boast of two hotels, the Hôtel de Paris and the Hôtel d'Angleterre. The former was the much more important establishment of the two, and was the property of the Casino Administration. It was the refuge of the unfortunate gamblers who had lost every centime at the tables, and who would otherwise have gone dinnerless to bed.

They were quite accustomed to walk in and partake of the *table d'hôte* meal, and only confess their unfortunate situation at dessert. The claim was never pressed, and the unpaid bill was filed quietly away in a drawer, which contained many others of a similar nature; the total being added up and written off the Profit and Loss account at the end of the year.

Until well into the 'seventies' the minimum stake allowed was two francs, and counters of this denomination were sold in the Rooms. Winners were expected to cash them at the Guichet, at the end of the day, but often

omitted to do so. Perhaps they had to rush off to their dinner, and never came back afterwards; some were late for the boat and had not time; whilst others intended returning to gamble on the following day, and something prevented them. For various reasons, many of the two-franc counters left the Principality, and eventually, in spite of their intrinsic worthlessness, began to circulate as money in the neighbourhood. They were freely accepted as cash in the *cafés* and tobacco shops at Nice and even Mentone.

After some years, M. Blanc thought it would be advisable to call in all the outstanding counters, and then it was discovered that instead of the original number of 200,000 existing, there were no less than 400,000 in circulation. A gang of false coiners had established themselves at La Turbie, and were turning out the forgeries as fast as they could dispose of them.

From that day the counters were abolished, and the minimum at Roulette became five francs, whilst the smallest stake allowed at Trente-et-Quarante was raised from five francs to one louis.

With the opening of the Railway in 1868 Monte Carlo began to go ahead very fast; whilst the progress recorded since 1878 has been little short of marvellous.

M. François Blanc, to whose administrative

qualities most of the success is due, died in 1877, but I doubt whether even he anticipated the extraordinary developments destined to take place shortly after his death.

The principal interest in the Casino was inherited by M. Blanc's widow, who died in 1881. It was after her death that the original Statutes of the Company were modified. On 14th December 1882 it was resolved to double the capital of the Société, raising it from fifteen million francs to thirty million. This was divided up into 60,000 shares of 500 francs each. About 52,000 shares became the property of the heirs of M. Blanc, and the remaining 8000 were held by a few of their intimate friends. The holder of even 1000 shares to-day would be a rich man, drawing an average income of about £9000 a year!

The original concession granted to M. Blanc was for fifty years, expiring in 1913, but in 1898 it was agreed by a majority of the shareholders that in view of the rapid growth of the undertaking, it would be more satisfactory for all parties to obtain a renewal of the privileges as soon as possible. The Prince of Monaco was consequently approached, and the terms of a fresh agreement discussed.

On certain conditions His Highness agreed to give the Company a fresh concession for

fifty years, from 1st April 1898 until 1st April 1948. The new convention was placed before a General Meeting of the shareholders on 11th January 1898, and met with their approval. It was signed by both contracting parties on 16th January 1898.

The terms of the new concession were somewhat onerous for the Company, but it was felt on all sides, that the successful issue of the negotiations was a fortunate thing for the Principality in general.

It at least afforded guarantees that the Cercle des Etrangers would continue as before; and, as the prosperity of the place depends largely upon the good management of the Cercle, there seems every probability of its continuance.

Such, indeed, was the view taken by the Share Market. The ordinary five hundred franc shares, which prior to the renewal of the lease had been quoted at about Fcs. 2500, experienced an immediate appreciation. They rose rapidly all the spring of 1898, until in August of that year they touched the record price of Fcs. 4770.

In order to meet the most pressing demands of the new contract, 4 per cent. Debentures to the amount of 24 million francs, in bonds of Fcs. 300, were issued at the price of Fcs. 240 per bond. These were eagerly taken up by the

public, and are now quoted in the market at Fcs. 305.

The record dividend of the shares was earned in the winter season of 1897–1898, when each shareholder received Fcs. 275 per share for the entire year's working! This represents 55 per cent. on the original price of issue.

But if it is impossible to approve of M. Blanc's original undertaking from a highly moral standpoint, it is equally impossible to deny that its extraordinary success has been the means of bringing unbounded prosperity to the surrounding country.

In 1868 there were two hotels in the Principality of Monaco, and now there are forty-eight. In 1878 there were eighty persons making a living through letting apartments, whereas now there are over six hundred. In 1878 there were three jewellers against fifteen at the present time; one florist compared with fifteen now; seventeen wine merchants against eighty-five in 1900, and eighteen proprietors of carriages for hire against ninety at the present moment!

The Principality of Monaco is now the most thickly populated country of the world. It can boast of a population of six hundred to the square kilometer, being nearly double that of the island of Java, which can only return three hundred and ten.

The Casino alone provides honest employment for over one thousand people, including as it does the Administration, the Chefs de Partie, the inspectors, croupiers, musicians, liveried servants, 'gardiens,' firemen, scene-shifters, gardeners, laundry-women, etc., etc. In fact it may be said that the entire population of Monaco is dependent upon the Cercle.

The hours of many of the employés at the gambling tables being light, several of them are interested in business undertakings of various kinds in the town, whilst their wives and daughters are enabled to add to the family income by the letting of apartments, taking in of boarders, and finding other employment such as dressmaking, millinery, etc.

The enormous building operations, which have been going on for the last twelve years, have afforded honest labour for thousands of workmen. There are no rates and taxes in the Principality, everything, including the public works, road-making, police, schools, churches, and even charities, being provided for by the Casino. Art and science are encouraged; the Establishment of the Beaux-arts, the Opera, and museums, being all in receipt of subsidies.

But it is not only in the Principality itself that the effect of all this has been felt. It has had perceptible results for over a hundred

miles along the coast. The whole country from St. Raphael to San Remo has been vastly enriched, to an extent which would have been hardly possible, were there not some central attraction like Monte Carlo. In Monaco itself, land, which thirty years ago could have been purchased for fifty centimes a square metre, is now worth over a hundred francs, whilst at a distance of nearly fifty miles from the Casino, sandy soil which in 1870 was not worth £5 an acre is now selling for £2000.

Such is the effect of the importation of gambling into the neighbourhood; it has been the means of enriching and providing employment for thousands of people, who have never played at all!

The Management are exceedingly wise in one respect, and no inhabitant of the Principality of Monaco, or any one engaged in business in the department of the Alpes Maritimes is allowed admission to the rooms. The only exception to this rule is in favour of members of certain recognized social clubs in the neighbourhood. The principle seems to be this: "we will allow gambling to go on in our midst under certain properly regulated conditions, one of them being that we will not give our own people the chance of ruining themselves. If foreigners like to come and spend money in the country, so much the

better for us. If it amuses them to throw their money away on the Tables, by all means let them do so; we hope that no one will be such a fool as to lose more than he can afford, but that is no business of ours. None but adults will be allowed in the Rooms, and they are presumably able to take care of themselves. Any money that we may win we shall lay out to the best of our ability in the interests of the shareholders, and with a view to generally improving the conditions of life in the surrounding country."

As soon as you admit that gambling will always exist, there are many other arguments which could be brought to bear in favour of Monte Carlo.

Where else, may I ask, can you be quite sure of being fairly treated? On the Race-course you have many things to contend with. The trainer may be a swindler, the jockey may be bribed, other riders may combine to shut your horse in on the rails at a critical moment of the race, or the starter may not give him a fair chance. If you surmount all these obstacles successfully, the bookmaker always lays you a point under the odds, and if you win you are not certain of being paid.

It is the same on the Stock Exchange, you are induced to invest in some mining shares, through the wonderful returns made by the

Manager, or from the glowing statements of the Chairman at the General Meeting, and as soon as you have 'got in,' probably right at the top, down go your shares to nothing at all, and you find that the returns were 'cooked,' and the Chairman's statements all lies, in order to run up the price of the shares in the market. If, by good fortune, you should happen to get into something which turns out fairly well, a considerable percentage of your profits will always disappear in such things as 'jobbers' differences,' 'brokers' commissions,' or 'contangoes.'

If you gamble high at clubs or private houses there is always the danger of playing with sharpers, and if you win you are never sure of your money.

At Monte Carlo there are none of these objections. Everything goes on with regularity and mathematical precision. The small percentage in favour of the Bank is well known and recognized by all; the fairness of the play is above suspicion, and all stakes are paid after every 'coup' no matter whether the amount is five francs or a hundred thousand! Should there be any dispute between two players, I have seen the Bank pay twice over rather than have any unpleasantness! What more can one ask for?

It should also be remembered that whereas

on the Race-course, Stock Exchange, or Club, a gambler of any standing can obtain almost any amount of credit, he cannot play at Monte Carlo unless he has the actual cash in his hand. If he loses all that he takes into the Rooms with him on the first occasion, he has time for reflection before he can lose any more.

As for the suicides one hears so much about, I believe that nine-tenths of them exist only in the imagination of blackmailing journalists, who conjure them up with a view to getting money out of the Casino.

During the last ten years I have only absolute proof of two violent deaths attributed to suicide. The first was that of a lady who was supposed to have thrown herself under the train at Monte Carlo station ; but this was subsequently proved without doubt to be a case of pure accident. She was rushing across the line endeavouring to catch her train to Beaulieu, when she stumbled and fell, too late to be rescued. In consequence of this accident the Railway Company at once constructed an underground tunnel, to enable the passengers to cross in safety.

The other case was that of a young woman who was found one night in the train between Nice and Monte Carlo with a bullet through her brain. She died in the Hospital at Monaco without being identified, and in her case it was

just as likely that she had been murdered, as that she had taken her own life.

During the last fifteen years it is known that over eight million persons have visited the Principality, and a friend of mine, who was fond of statistics, once arrived at the fact, that considering the number of visitors, the average of suicides in Monaco was less than in most other countries of Europe !

## EXPLANATION OF ROULETTE

THE game of Roulette is undoubtedly one of the most fascinating in the world. There seems to be considerable difference of opinion as to when and by whom it was invented. The general belief is that it was devised by Pascal during a six months' retirement in a monastery, and was probably in existence long before it was brought to Paris during the reign of Louis XVI.

As a pure game of Chance it is most cunningly and ingeniously contrived, and although millions of people have racked their brains to discover a weak spot, no one has ever yet succeeded in obtaining any decided advantage over the Bank.

For the information of people visiting Monte Carlo for the first time, I reproduce here a facsimile of the Wheel, and also a Diagram of the 'Tableau' where the Stakes are placed.

The following are the different ways of staking, together with their French designations

which it is as well to have at your fingers' ends, so as to be able to explain to the croupiers where you wish your money placed.

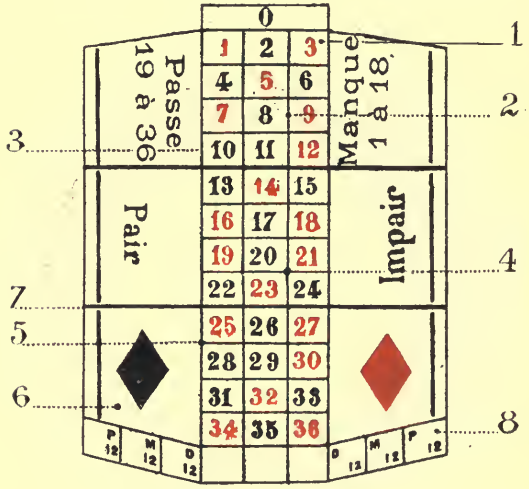
FACSIMILE OF ROULETTE WHEEL.

To back a single number right out, place the coin in the centre of it. This is called 'en plein.' If you are lucky enough to win, the Bank pays you 35 times your Stake. The Maximum allowed on this chance is 9 louis.

If you wish to back two numbers, you can

play what is called 'à cheval,' by placing the money between two numbers next to one

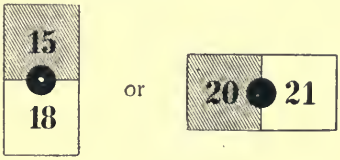
FACSIMILE OF ROULETTE TABLEAU.




METHODS OF STAKING.

1. On one number 'en plein' (3).
2. On two numbers 'à cheval' (8-9).
3. On three numbers 'Transversale pleine' (10, 11, 12).
4. On four numbers 'en carré' (20, 21, 23, 24).
5. On six numbers 'Transversale simple' (25, 26, 27, 28, 29, 30).
6. On an 'Even Chance' (Black).
7. On two 'Even Chances' à cheval (Black and Even).
8. On a dozen or column (First Dozen).

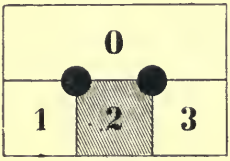
another on the 'Tableau,' either vertically or horizontally, thus—




If you win, the Bank pays you at the rate of 17 to 1. The Maximum stake allowed is 18 louis.

If you wish to back three numbers, it is best to select them in a transverse line and place your coins thus—

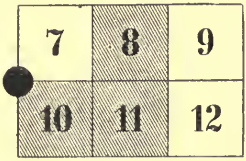
This is called a 'Transversale pleine.' The Bank pays at the rate of 11 to 1, and allows a Maximum of 28 louis. You can also back 0, 1, 2 or 0, 2, 3, in the same manner by placing your money as follows—



The next combination is to back four numbers. This is called 'en carré,' and the stakes are placed thus—

The Bank lays you 8 to 1 about this 'coup,' and allows a Maximum of 38 louis. In the same way you can back 0, 1, 2, 3, which is known as the 'quatre premiers': the stake is placed thus—

The stake on six numbers is called the Transversale Simple,' and is played as follows—




The Bank bets you 5 to 1 against this

combination, and the maximum stake allowed is 60 louis.

You can next either back the First, Middle or Last Dozen, by placing your stake on the little square marked $\frac{P}{12}$ $\frac{M}{12}$ or $\frac{D}{12}$, meaning 'premier,' 'milieu,' and 'dernière.' This is obviously a 2 to 1 chance, and the Bank allows a Maximum of 150 louis.

If you wish to back a column, the odds are precisely the same. By placing your stake in the little blank square under 34 you cover all the numbers in the column 1 to 34, and if the money is placed in the blank square under 36 you cover all the numbers in the column 3 to 36.

The Maximum on the Even Chances, viz. Passe (19 to 36), Even (Pair), Black, Red, Uneven (Impair) and Manque (1 to 18) is 6000 francs. If Zero comes up you either lose half your stake (which is called to 'partager' with the Bank), or else you are put in prison on the line, marked for that purpose. If you win the next spin you come out of prison, and can take back your money.

You can play 'à cheval' on the Even Chances by placing your money on the line say between Pair and Passe, or Red and Impair. In this case if both chances win you are paid even money; if both lose, your money is raked in; if

one wins and the other loses, the 'coup' has no result at all, and if Zero comes out you lose half your stake. N.B.—The Minimum allowed on this chance is ten francs—and not five.

You can moreover back 24 numbers by placing your stake between the dozens or columns, but the Minimum allowed on this chance is also ten francs, and if you win you only receive *half* the value of your stake.

If you throw a bundle of notes on to the Roulette Table the croupier will call out, 'tout va aux billets.' This means that they are all accepted as a stake, and that when the 'coup' is over, and they are counted out, you cannot claim that you only intended to stake three, four, or five as the case may be. If the bundle should be a big one, he will call out, 'tout va aux billets, jusqu'à concurrence du maximum.' This means that all the notes are accepted as a stake provided they do not exceed the Maximum allowed. If you should throw down 7000 francs on the Red by mistake for 6000, the Bank only pays you six in the event of your winning, and if the 'coup' is a losing one, they rake in 6000 and return you the seventh.

The Roulettes at Monte Carlo are beautifully constructed and of great precision. The Table

complete costs about £60. A Wheel in good order should spin for about twelve minutes, without stopping, if it is given a good start. They are adjusted every morning with a spirit-level.

## NOTES ON ROULETTE

THE oft-discussed and much-disputed question among Roulette players is: "Can the spinner control the ball for the advantage of either the Bank or Player?" There are many persons who think he can, but the majority are of the contrary opinion.

At first sight, the thing does not seem so very impossible, and if you have ever seen Roberts play billiards, or Kubelik play the violin, you will have realized to some extent what marvellous precision of hand and eye can be acquired by talent and constant practice.

I should be inclined to believe that a man like John Roberts, junr., could do almost what he pleased with a Roulette wheel after years of practice—

(1) *If* the brass arrangements known as 'obstacles' were removed from the woodwork of the interior of the machine.

(2) *If* he were allowed to spin as he chose.

But it is just the two 'ifs' which make all the difference.

For, in the first place, whenever the ball comes in contact with one of the aforesaid little 'obstacles,' all the thrower's calculations are bound to be upset; and this is probably what happens more than three times out of five.

In the second place—if you leave the 'obstacles' out of the question altogether—in order to attain any great precision, it would be necessary for the spinner—

(1) To start from the exact spot he required.

(2) To spin the wheel in the same direction and the ball in the same direction every time.

(3) To spin with exactly the *same speed*, every turn.

It would also be necessary for most men to spin for at least fifty times in succession, before their hand would obtain the accuracy required.

But all these provisos are rendered impossible by the rules of the Monte Carlo Establishment, for—

(1) The spinner is bound to start the wheel from the place where the ball last rested.

(2) He is bound to spin the wheel first to the right and throw the ball to the left; and then the wheel to the left, throwing the ball to the right, and to continue changing regularly every 'coup.'

(3) He is forbidden to spin the wheel and the ball very gently, and if at any time he is observed to be spinning slower than the regulations permit, the *Chef de Partie* immediately directs him to 'tournez plus vite.'

(4) The spinner is changed about every half-hour, so that his hand has very little time to acquire the necessary mechanical precision.

In any case, and under the most favourable conditions, I am perfectly certain that a croupier cannot spin a particular number, or be *sure* of making the ball to land near it; and the very strongest argument of all to support my theory is, that if he could, the Bank would not exist very long.

Any man who had this gift would soon be able to realize a fortune, by arranging with friends outside to come and play when it was his turn to spin.

It seems pretty conclusive, therefore, that it is not possible for the spinner to throw say within three points of any given number with any certainty; but another question arises, and that is: "Can he *avoid* any given number?"

If he could do so at will, it would be a great advantage for the Bank, for there is nearly always one number at every turn of the wheel which is more heavily backed than any other. If, then, the croupier could make sure of avoid-

ing that number with certainty, the Bank would obtain a great advantage at almost every turn of the Roulette.

There are numbers of people who believe that skilled croupiers can draw an imaginary line across the cylinder, and throw into whichever half they choose, 4 times out of 5. These persons likewise believe that the Administration encourage the croupiers to acquire this skill, in order to be able to use it against the players when necessary.

But is it not very obvious that in doing so they would run a most serious risk of the spinner turning such skill to his own advantage?

For, if it were possible to throw the ball with certainty into one half of the wheel, 4 times out of 5, it would be the simplest thing in the world for the spinner to get a friend to come and back 18 numbers next to one another on the cylinder, every turn of the wheel. The Bank would then be betting even money every time, when the real odds would be 4 to 1 on the player. This sort of thing could not go on long without the Bank being cleaned out.

Again, if it were possible for the spinner to land the ball with fair certainty into whichever half of the wheel he pleased, the advantage of the Bank over the big players would be so enormous, that the trick would surely have

been discovered long ago; in which case the Administration would have had to choose between adopting some mechanical contrivance to take the place of the croupier, or losing their *clientèle* altogether.

In order to bring home to some of my readers how entirely they would be at the mercy of the Bank, were it possible to use skilled spinners, I will point out a few peculiarities in the arrangement of the numbers on the Roulette Wheel.

Probably you have never noticed that if you take a cylinder, and place it with 26 and 0 at the top, and then draw a line across from 26 to 10, all the Red numbers on the right of the line will be 'Passe' and all the Red numbers on the left of the line will be 'Manque.'

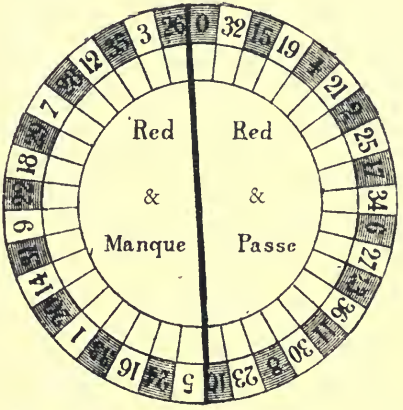
It is the same if you draw another line across from 15 to 24; all the Black numbers on the right of the line will be 'Manque,' and all the Black numbers on the left will be 'Passe.'

Supposing therefore that the skilled spinner saw the small Red numbers like 1, 3, 5, 7, and 9 well backed, and heavy stakes also on Red and 'Manque,' he would take No. 34 as his central spot to aim for, and land the ball somewhere in that half of the cylinder.

If, on the other hand, the big stakes were on numbers like 21, 23, 25, 27, 30, 34 and 36, also

on Red and 'Passe,' he would select No. 22 as the spot to aim for, and place the ball somewhere in that neighbourhood.

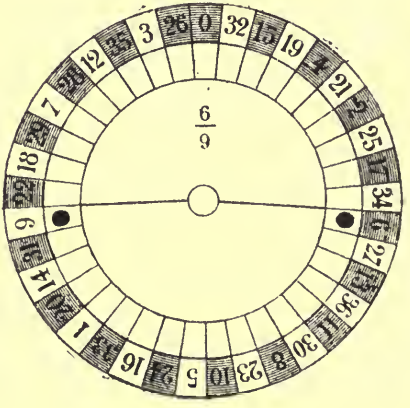
The player of a big stake on one number 'en plein' would not have a ghost of a chance, for the croupier would have all the rest of the wheel to shoot at.




Players 'à cheval' would also have a very poor chance; for the spinner would always have half the cylinder to aim at, and in most cases a great deal more.

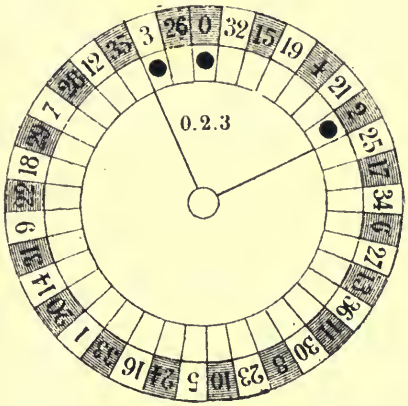
The most unfavourable 'chevaux' for the player would be 0–3, 8–11, and 28–29, for these would give the spinner more than $\frac{9}{10}$ths of the wheel to shoot at. For example, in the

case of 28–29 he would naturally aim for No. 36, but in all the above cases he has the same space free.



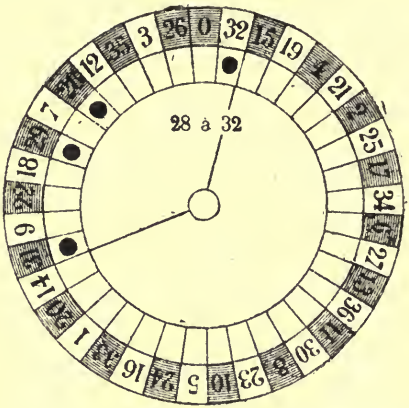
The most favourable 'chevaux' for the player would be 1–2, 6–9, 14–17, or 31–34, for these leave the spinner only just half the wheel to aim at.

It is the same with a number of the groups of three numbers. Take 0, 2, 3, for example, the spinner has about $\frac{3}{4}$ths of the cylinder to aim at.

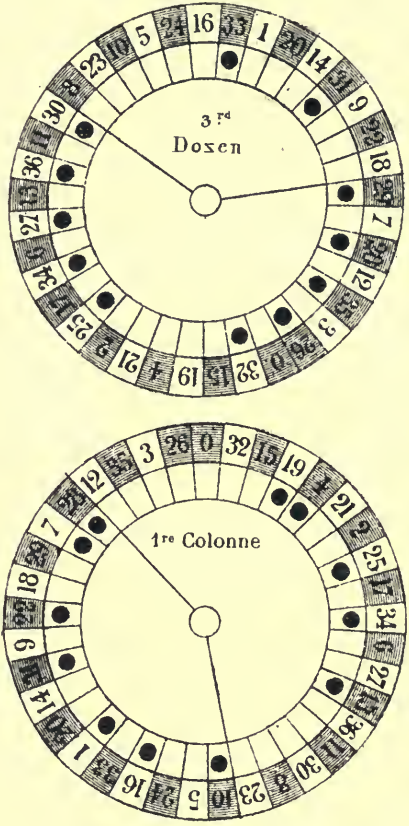



Some of the 'carrés' are nearly as bad for the player, for supposing he were to select 28–32, or 10–14, the croupier would be left with nearly $\frac{2}{3}$rds of the wheel free.

In the case of the 'Transversales' of six numbers things begin to get a little more complicated for the Bank, but if the player were to select the 'sixain' 7–12, the skilled spinner



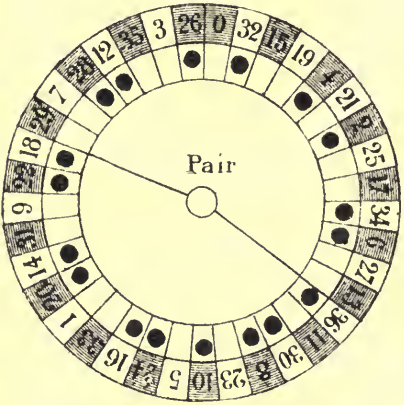

would still have nearly half the circle in which to try and lodge the ball, thus—




Players on the dozens would of course not be so seriously affected, but still if the last dozen

were the one selected, the skilful spinner who could land his ball every time in the neighbourhood of No. 33 would enormously increase the odds against the punter.

The inequality in the case of the columns is not quite so marked, but still it will be noticed




that seven numbers in the first column are comparatively close together in the cylinder.

Players on the even chances would naturally offer the smallest opportunity to the Bank, but supposing for example that Maximums were placed on Pair, the croupier would at once select No. 15 as his central spot, and command a big advantage.

It has, therefore, I think, been clearly shown

that against croupiers able to lodge the ball with comparative certainty into any required half of the cylinder, it would be possible for the Bank to make sure of winning.

But, I maintain that even if it were possible for spinners to acquire such skill, it would be too dangerous for the Bank to employ them. For, in the case of the First Column or Pair, for example, if the croupier is able to *avoid* the half of the wheel where most of the numbers are located, he must be equally able to make sure of landing the ball into the middle of them, and in that case he would be certain to arrange with his friends to come and play.

The croupiers naturally encourage players—especially ladies—to believe that they have some control over the ball, in order that they may be able to claim gratuities, cigars, etc., from the punter who has won, after staking according to their directions. But I believe that the Administration would strongly discourage any croupier in their employment from acquiring such skill, and if they found that any one possessed it, they would take steps to get rid of him as soon as possible.

The following story is told of Monsieur Blanc in the old days of the gambling at Homburg. Four English gentlemen informed him that one of his croupiers professed to be able to control

the ball, and asked him if he thought it were possible. "I am quite willing for you to test it yourselves," he said, "and this is what I propose. I will place a roulette table entirely at the disposal of you four gentlemen for one day on the following conditions. You will be allowed to make what private arrangements you please with the croupier in question; all I stipulate is that you each bring exactly £200 to the table, and that we play until either I have won all your money, or you have won as much as you please of mine. You can place your stakes where you like, and for this one day I will remove all limits and Maximums from your table. The croupier must of course conform to the ordinary regulations of the Cercle."

What could have been a fairer proposal? The conditions were accepted, and the Englishmen made their arrangement with the croupier, so that in the event of their winning, he would have been a handsome participator in the spoil. Monsieur Blanc looked on to see fair play, and had the satisfaction of raking in the £800 in a comparatively short time!

Some people think that the croupier's nerve failed him when put to the test; the majority believe that his professed skill was imaginary.

Anyhow, at the Cercle at Ostend, which is run under the same regulations as Monte Carlo,

and of which M. Camille Blanc is said to be a large shareholder, they allow the public to give gratuities to the croupiers *openly and to any extent*, which is an obvious proof that they do not believe in their employés being able to control the spin of the ball.

## EXPLANATION OF TRENTE-ET-QUARANTE

It has so often occurred to me to find people who have frequented Monte Carlo for several years playing Trente-et-Quarante without understanding the elements of the game, that I think a short description of it will not be out of place in a work of this sort.

I well remember an officer in the Rifle Brigade, who had played it daily for over three weeks and won £600, wishing to bet me 1000 to 1, on his departure at Monte Carlo station, that he knew all about the game and that I knew nothing. And yet he had the whole of the rules upside down in his mind. He thought that the top row of cards was dealt for the Red side of the table, and that the game was to get the nearest to forty.

I was telling the story, as a good joke, the same evening to a man who had been playing at Monte Carlo for about thirty years, when to my astonishment he said, "It was a lucky thing

you did not take the bet, or you would have lost your money." "What," I said, "do you mean to say that you think that Captain H—— is right?" "Yes," he replied, "I am sure he is, and unless you can show me your version of the rules in some book, I shall continue to think it is *you* who have got the rules upside down in your mind, and not Captain H—— and myself."

Well, it was only then that I realized how seldom one sees the rules of Trente-et-Quarante in print, and it took me nearly a week before I could find a book containing them, when at last my friend had to admit that he had been under a delusion for about thirty years.

Trente-et-Quarante is played with six packs of fifty-two cards, which are first carefully counted out on the table and then shuffled up together. After shuffling, one of the players is requested to cut the cards, and the game then commences.

There are four ordinary even chances that one can play on, viz. Red, Black, Couleur, and Inverse. These are played and paid in exactly the same way as the even chances at Roulette.

In addition to this the player can stake his money, 'à cheval,' either on Red and Couleur, or Red and Inverse, or Black and Couleur, or Black and Inverse.

To stake in this manner, 'à cheval,' at

Trente-et-Quarante is exactly the same as staking on the line between Red and Impair, or Noir and Pair at Roulette. If both chances win you win your bet, and are paid even money, and if both chances lose you lose your money. If one chance wins and the other loses, the bet is declared 'off,' and the player has the right to take his money up or leave it down for the next coup just as he thinks best. If Zero appears at Roulette, or the Refait at Trente-et-Quarante, the player, 'à cheval,' on the even chances loses half his stake.

In the game of Roulette there are any number of combinations of different chances, but at Trente-et-Quarante there are only combinations of even chances. There is one thing which is puzzling to a beginner, and that is that in announcing the winning or losing side of the table the dealer never mentions the Black or Inverse. He either says, "Rouge gagne et Couleur," or "Rouge gagne, Couleur perd;" or else he says, "Rouge perd et Couleur," or "Rouge perd, Couleur gagne."

After the cards have been shuffled and cut, the dealer waits until all the stakes have been placed on the table, and then says, "Rien ne va plus," which is the French equivalent of "No more staking." He then deals out a row of cards, counting the pips as they appear, until the

total amounts to thirty-one or over. He announces the total, mentioning only the last figure, *e. g.* if it comes to thirty-one, he says 'Un'; if it comes to thirty-eight, he says, 'Huit.' This row is for the Black side of the table, and he then has to deal another row in the same way for the Red side.

The row which counts nearest to thirty-one wins. For example, if the first line comes to thirty-three, and the second line to thirty-six, Black would win; but if the first line came to thirty-four, and the second line to thirty-two, Red would win. Court cards count ten, aces one, and all the other cards according to the value of the pips.

If the two rows arrive at the same total of any number over thirty-one, as, for example, thirty-five or thirty-eight, the coup is null and void, and stakes may be left on the table or removed according to the will of the players. If, however, both lines come to thirty-one, this is what is called the Refait, and all stakes go into prison, in the same way as the even chances at Roulette when Zero appears.

The player can insure against the Refait by paying one per cent. on the money staked. For example, if he stakes 500 francs the insurance would be five francs, and on 1000 francs ten francs. No premium of insurance under five

francs is accepted by the Bank, so that the player must pay the same to insure fifteen louis as he would to insure twenty-five. If the stakes are insured and the Refait appears, the player is in exactly the same position as if the cards had amounted to thirty-two all or thirty-five all; he does not go into prison, and can take his money off if he likes.

Now for Couleur and Inverse, which will be easily understood. If the colour of the first card in the first row is the same as the winning side of the table, Couleur wins. If, however, the colour of the first card in the first row is the same as the losing side of the table, Inverse wins. For example:

FIRST ROW.

| King of Clubs | Queen of Hearts | Seven of Spades | Four of Diamonds | TOTAL = 31 |
|---|---|---|---|---|

SECOND ROW.

| Ace of Spades | Nine of Hearts | Knave of Clubs | Ten of Diamonds | Six of Clubs | = 36 |
|---|---|---|---|---|---|

The dealer announces—"Rouge perd, Couleur gagne."

Or,—

FIRST ROW.

| King of Clubs | Queen of Hearts | Ten of Spades | Eight of Diamonds | = 38 |
|---|---|---|---|---|

SECOND ROW.

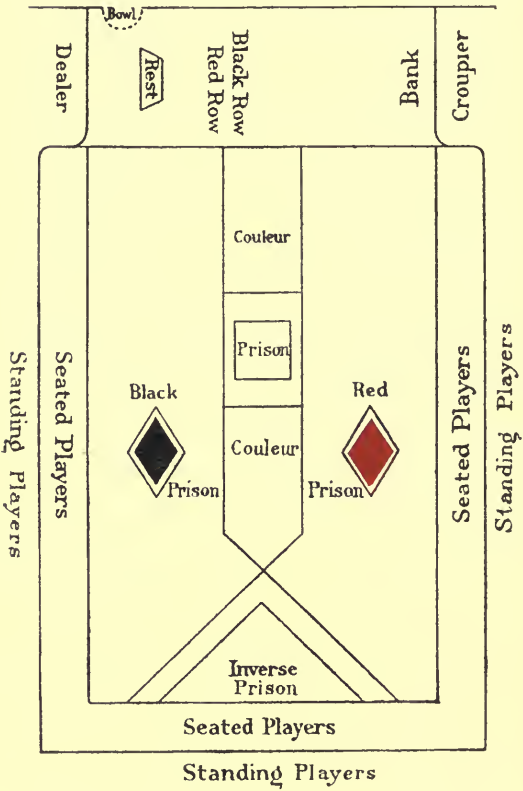
| | | | | | |
|---|---|---|---|---|---|
| Ace of Spades | Nine of Hearts | King of Spades | Seven of Diamonds | Five of Clubs | = 32 |

The dealer announces—"Rouge gagne, Couleur perd."

If the player has a stake on one even chance and the Refait appears, he has the option either to go into prison or divide his stake then and there with the Bank. If he elects to go into prison, he has the option to select the prison before the coup is dealt, *e. g.* if his stake is on the Red he may elect to be put into the Black prison if he chooses; but in the ordinary course he would go into the Red prison. If he selects the right colour, he comes out of prison, and may do what he likes with his stake. If there should be a second Refait, he has to win twice in succession before coming out of prison.

A plan of the Trente-et-Quarante table is appended to show beginners where to place their stakes.

## Half the Trente et Quarante Table



## NOTES ON TRENTE-ET-QUARANTE

It is a most difficult calculation to arrive at the actual percentage in favour of the Bank at the game of Trente-et-Quarante. The problem is, in fact, so hard to solve, that I have never yet come across any one capable of accomplishing it. The more you think it out, the more complicated it seems.

The first man I proposed it to, said it was as simple as A B C, and came to the conclusion that the odds were 81 to 1 against the point of 31 appearing in both rows of cards!

I told him he must be a genius to work it out in so short a time, and asked him how he arrived at the result. His method was as simple as it was fallacious.

"You first calculate the odds against 31 appearing in the top row of cards," he said; "that is easily done, for there are altogether ten different points which can appear, viz. 31, 32, 33, 34, 35, 36, 37, 38, 39 and 40. It is con-

sequently 9 to 1 against 31 appearing in the top row."

I smiled grimly and let him continue.

"If it is 9 to 1 against 31 appearing in the top row, it must surely be the same odds about the bottom row? Consequently the odds against 31 appearing in both rows must be 9 × 9 = 81 to 1."

"It would be all right, and delightfully simple," I said, "*if* your presumption was correct, but it isn't; it is utterly and entirely wrong, and based on a complete fallacy."

My friend then got quite angry about it, and wanted to make all sorts of wild bets that he was right and I was wrong, etc., etc., so I undertook to prove it to him in five minutes. This was how I made him see it.

"You start by saying that it is 9 to 1 against 31 appearing in the top row of cards, because there are nine other points which can appear; but you entirely fail to grasp the fact that the odds against each of these points appearing are different."

"How so?" he asked.

"That is easily demonstrated," I said, "for according to your argument, it is the same odds, viz. 9 to 1, against *any one* of the points appearing."

"That is so," he replied.

"That is just where you are mistaken," said I, "for whereas the odds are nothing like 9 to 1 against 31 appearing, they are vastly more than 9 to 1 against a point of 38, 39, or 40 appearing.

"In other words, a point of 31 is the one against which the odds are the least, and the odds against every point above 31 become greater as the size of the point increases. It is consequently easier for the dealer to produce a line amounting to 31 than it is for him to deal 32, and he is more likely to arrive at a total of 33 than 34, and so on up to 40, which is the hardest possible point to arrive at.

"If you think it out for two minutes, or experiment with a pack of cards, the fact becomes apparent at once. For in order to arrive at a point of 40 you first have to hit upon cards which will make a point of exactly 30, and having arrived at 30 exactly, you then require a ten or a court card to arrive at a point of 40.

"On the other hand, look how much easier it is to arrive at 31 : you may first get to 21 and then hit upon a ten or court card, or any two or three cards making up ten. Or you may first get to 22 and then come upon a nine or any two or three cards making up nine; or first get to 23 and then come upon an eight or any two or three small cards making up 8, etc., etc. There are innumerable combinations of cards

which will make 31, but, as I said before, in order to arrive at a point of 40, it is necessary first to get 30 exactly, and after that, it is still 9 to 4 against your coming upon the requisite ten or court card to make the point of 40."

The 'coup' of '40 après' is so rare, that at the gambling clubs of Namur, during two hours of the day, they pay the stakes on both sides of the table whenever it occurs!

My friend was bound to admit that my reasoning was sound, and that as the odds against each point appearing were different, and gradually increased from 31 upwards, the calculation of the percentage was a most difficult one.

My own idea of the best way to arrive at it, would be to take six packs of cards, shuffle and cut them in the same way as at the Trente-et-Quarante tables at Monte Carlo, and then deal 100,000 'coups,' keeping a record of the number of times '31 après' appeared.

The experiment might keep one person at work for ten hours a day for three months, but the result would be a reliable test.

It would probably be found that '31 après' would turn up about 2500 times, or about once in every forty 'coups.'

If this is the correct reckoning, and I am convinced that it cannot be far wrong, it follows

that players of stakes of 500 francs and upwards should always insure against the Refait.

A gentleman of Jewish extraction, who had been trying to pay his expenses at Trente-et-Quarante, once informed me that he considered the premium of insurance "the cheapest thing in Monte Carlo"; and I have no doubt that he knew how to make a calculation of this sort a great deal better than most people.

It is easy to see that if the Refait occurs once in forty 'coups,' it will occur five times in 200. Now suppose we play 200 'coups' of 1000 francs each without insuring; every time the Refait occurs we lose half our stake, which would amount to 2500 francs.

On the other hand the insurance would have cost us 200 times 10 francs = only 2000 francs, showing a net saving of 500 francs to the insurer.

In other words, it appears that the Bank allows you to insure at a premium of 1 per cent., when the charge ought probably to be about $1\frac{1}{4}$ per cent.

N.B.—This insurance premium charged by the Bank, and usually considered by players to be 1 per cent., is in reality 2 per cent. For, in the event of the Refait appearing, the uninsured player has always the right to take off half his stake: the insurer is consequently paying 1 per cent. on the whole amount staked to insure his being able to take half of it off the table if the

Refait appears, which really means that his premium of insurance is 2 per cent. Seeing, however, that it probably ought to be $2\frac{1}{2}$ per cent. it is certainly advantageous for him to insure.

It is not, however, good policy to pay 5 francs to insure 15 louis, or 10 francs to insure 35 louis, which is often done by players who have not calculated the correct odds.

## SCIENTIFIC TRENTE-ET-QUARANTE

THE general opinion seems to be that Trente-et-Quarante is not a game of skill.

I believe that quite half the people who play it have not the vaguest idea of what they are doing, and merely throw their money down on to Black or Red, and wait to see whether it is raked in or paid, as the case may be.

One gentleman, who always played it in perference to Roulette because "he found the rooms quieter, and there was less chance of having your money grabbed," told me quite seriously that he thought it seemed to be a good game, but he wished "they would get rid of the man who fiddled about with the cards!" He thought the game would go on just as well without him. Another man once asked me where he had to place his money in order to back the "Odd and Even!"

But if half the people who play know nothing whatever about it, I believe that quite two-thirds of the remainder know very little more. Their one idea seems to be to get on to a 'run' and

leave their money to accumulate. The result of this is that unless the Bank gives them a deal with several good 'runs' on it, most of them lose.

It seems to me, however, that with a little knowledge of the rules of the game, coupled with a little faith in the law of average, Trente-et-Quarante can be converted into an interesting game of skill, where the player who has the necessary patience and power of observation can bring them to bear on his side with advantage.

I suppose no one will deny that the Law of Average exists. We see it at work every day of our lives. Without it Banks, Insurance Offices and Railway Companies could not make their business pay.

The manager of a London Joint Stock Bank bases all his calculations upon it. He has, say, 5000 current accounts open in his books, of which some of the balances are large and some are small; but after a little experience he soon knows the sum he can count upon as *available*.

If, after a year or two, he finds that the *average* daily balance of each current account is £200, he can pretty well count upon having £1,000,000 of his clients' money in his hands on any one day of the year.

In normal times, if he keeps, say, £300,000 in his strong-room to meet contingencies, he will be quite safe in making use of the £700,000 by

investing it in liquid securities, loans or discounts. If the law of average did not exist, he could not do this, but would be obliged to keep the whole of his clients' money locked up in his safes, for fear they might all want to draw out on the same day.

But he can be quite sure that this will not happen, and that if A, B, and C draw out £100,000, X, Y, and Z will pay in about the same amount.

It is identically the same case with the Insurance Companies. They know that out of so many lives insured every year, they can count on a very large percentage remaining alive to counterbalance the number of deaths; or on so many buildings insured against fire, only a very small percentage will be burnt. In the same way, the manager of Lloyd's knows that out of so many ships underwritten annually, about the same percentage will always come safely to port, and counterbalance the number of wrecks. The average is worked out by an actuary, and the premiums are fixed accordingly.

Have you ever considered how many hundreds of thousands of people cross from Dover to Calais every year, and yet the South-Eastern Railway Company only requires to keep about three boats running, because they know that the traffic will be governed by the same law

of average, and that the same number of people will make up their minds to travel per day on an average. If they all wanted to cross in any one month or in any one week of the year, they would require to keep a fleet as big as the British Navy. But they don't, because of the law of average.

It is precisely the same with the cards at Trente-et-Quarante. There are six packs of cards used, each containing 52 cards. In each of these packs there are 24 cards counting over 7 and 24 cards counting under 7.

Now by the law of average I maintain that if the six packs are mixed up and properly shuffled as they are at Monte Carlo, in every thirteen cards that are dealt out there ought to appear six cards of over 7 and six cards under 7. If this is not the case, it will probably right itself when the next thirteen are dealt out, or at any rate after thirteen more have appeared.

In other words, by the law of average you will never find all the cards counting over 7 in one half of the pack and all the cards counting under 7 in the other; they will be pretty equally distributed throughout the whole of the six packs.

It follows that whenever you see too many big cards or too many little ones appearing consecutively, that the preponderance or deficiency has got to be made up sooner or later, and by

the law of average the deficiency on one side or the other is not likely to be long outstanding.

Now it seems to me that this knowledge can be turned to some account, for it should help us to determine the probable result of the top line of cards which is about to be dealt. It is easier to arrive at a point of 31 with small cards than it is with big ones, and in the same way it is easier to arrive at a point of anything from 36 to 40 with big cards than it is with small ones. If this is so, when small cards are due, it ought to be good to back the Black; but on the other hand, if too many small cards have already appeared, and big ones are due, it ought to be good to back the Red, because a high point may be expected in the top line.

The player should therefore carefully watch the cards as they fall, from the commencement of a deal, and only play when something abnormal occurs, in the hope that the next few cards which appear will rectify it. He must keep a mental record of either all the cards over 7, or all under 7, and draw his conclusions therefrom.

For example, the cards are cut, and the deal commences—

*Black Line.* Kg. 10, Qn. 9 = 39
*Red Line.* Kn. Kg. 8, 7 = 35
Rouge gagne.

The player now says to himself, "As seven cards all over 7 have appeared and none under 7, a lot of small cards are due, it is therefore good to back the Black for the next 'coup.'"

The small cards will probably appear, and he may expect to see something like this—

*Black Line.* 6, 4, 5, 1, 10, 3, 2 = 31
*Red Line.* 8, 7, Qn. 1, 9, = 35
Rouge perd.

After that, the balance being re-established, he would look on for one or two 'coups,' watching for another opportunity to play. After three or four 'coups' with the cards coming out pretty evenly, suppose he saw—

*Black Line.* Kg. 1, 10, 3, 5, 7 = 36
*Red Line.* 4, 2, 1, 5, 3, 6, 2, 4, 6 = 33
Rouge gagne.

As things were pretty even at the start, and now twelve cards under 7 have appeared against only two over 7, some big cards are surely due, so it must be good to back Red for the next 'coup.' If he finds—

*Black Line.* Qn. 10, Kn. 8 = 38
*Red Line.* Kg. 9, Qn. 7 = 36
Rouge gagne.

He wins his bet, and the balance of the cards is once more nearly re-established.

If the player has a good Whist or Bézique memory he can probably do all this *mentally*. If not, he must keep the score on paper, marking down the cards as they fall, keeping those over 7 in one column, and those under 7 in another; he will then be able to see at once when anything abnormal occurs.

Experience has shown me that although you cannot expect to beat the Bank *every time* at this game, still if you play steadily, and only stake when your chances seem favourable, you will very seldom lose *three times in succession.*

For if small cards are due and you back the Black, and big cards continue to appear, it ought to be more likely than ever that Black will win next time; and if that 'coup' also loses, it will probably look better still for the Black the time after.

I should consequently advise a Progression being employed which will wipe out previous losses and land you a winner if the 'coup' comes off once in three tries.

A good way of staking would be to commence with 1 unit, increasing to 3 on the first loss and to 6 on the second consecutive loss. This would mean that every time you won the first bet you would win 1 unit. If you lost the first bet and won the second, you would get back your previous loss and win 2 units.

And if you lost the first two bets and won the third, you would get back all previous losses, and still be the winner of 2 units.

If you lost all three bets consecutively, it would cost you 10 units. The best way, then, to play the System would be to divide your whole capital up into five or six capitals of 10 units each, which you would keep in your right-hand pocket, stowing away all winnings in your left-hand pocket as you take them off the table.

At the end of about four deals you will generally find that you have had the best of the tussle.

If this should not be the case, it will mean that you have hit upon an unlucky day, and this must be expected about once in every four or five visits to the tables.

When you are in bad luck, and the cards which have fallen point to the Black side winning, you will often see the looked-for small cards appearing, but your calculations will be upset by a ten coming *at the end of the top line.*

For example—

*Black Line.* 3, 5, 1, 4, 7, 2, 6, 10 = 38

In this case your small cards have duly appeared, but you have arrived at a very bad point—38—because you were unlucky enough

to get a 10 at the end of the line. Had the big card turned up in the middle of the line, say after the Ace, your point would have been 32, which would probably have won you the 'coup,' and the 6 would then have become the first card of the Red Line.

*Vice versâ*, when you are in bad luck, and it looks as if Red should win, you will be beaten in the same way by an Ace or a 2 appearing *at the end* of the top line, as for example—

*Black Line.* Kg. Qn. 10, 2 = 32.
*Red Line.* Kn. 9, 8, 7 = 34.
Rouge perd.

Had the 2 appeared one card later, you would have arrived at a point of 40 in the top line, and Red could not then have lost.

No reasonable being will expect a System, such as I have just described, to be successful *every time they play*. If it goes well three times out of five, and they are careful to limit their losses on their unlucky days, they should be able to pay their expenses, even with a unit of 1 louis.

I have seen a capital of 10 louis turned into 75 in less than two hours at this game, only the man who did this used to add the first louis which he won to his third stake, before he commenced stowing away his winnings. His

third stake would consequently have been 7 louis instead of 6. On the occasion to which I refer he never lost his first capital at all during two hours' play, and won on the average 11 louis every deal.

## JAGGERS'S SYSTEM

JAGGERS is the only man I ever heard of who completely defeated the Bank at Monte Carlo by fair means, and won and kept a large sum of money.

He was a Yorkshireman, and a mechanic by trade, and therefore knew how impossible it is to construct and maintain a delicate machine in an absolutely perfect condition. He consequently realized that every Roulette Wheel in the rooms at Monte Carlo was sure to be untrue, in a greater or less degree, and he did not see why he should not turn this knowledge to some account.

He engaged a staff of six clerks, and set them at different tables to mark down the numbers all day long. Meanwhile he himself was busily engaged on an elaborate analysis of the result of each table. At the end of a month he had discovered a weak spot in every one of the cylinders. Certain numbers appeared at certain

tables considerably oftener than they should have done by the law of average. At each of these tables there was a group of numbers which always kept behind their average. The numbers that were ahead steadily increased their lead, whilst the other group fell more and more in arrear.

Armed with this knowledge Jaggers and his staff set to work to play on the good numbers, and in course of time they won £120,000. Then the Administration of the Bank discovered his system, and changed the cylinders about from table to table every night. From that day Jaggers of course began to lose, and he had soon lost £40,000 of his winnings. Then he perceived what they had done, and set to work to beat them again. By dint of patience and keen observation he soon discovered a distinctive mark on most of the wheels, so that no matter where they placed them he would know them again. In most cases the mark was so minute as to be quite unnoticed by an ordinary observer, but Jaggers was gifted with a very quick eye, and the slightest scratch or speck on the paint was sufficient for him. Being then able to follow each of his cylinders day after day from table to table, he soon recognized his old friends, and knew that certain numbers were good to play on at certain tables. He soon

regained the £40,000 which the Bank had won back from him.

The Administration were then in despair. They had known players win before, it is true, but they had never known a man win steadily, regularly, and consistently like Jaggers. It was a constant drain on their resources, and as others were beginning to follow him wherever he staked his money, it meant ultimate ruin unless they could put a stop to it. So they sent a representative to Paris to consult the head of the firm who had manufactured the wheels. Fortunately for Monte Carlo he was a man of resource, and saw in a moment how he could baffle Mr. Jaggers.

He knew, like Jaggers, that it was impossible to make a Roulette Wheel absolutely true, but he saw at once how he could effectually prevent a player from profiting by this knowledge, and what he did was this. The irregular results, he argued, arose from the partitions dividing the numbers being slightly irregular: as long as these partitions were *fixed*, it was possible for a minute observer to profit from the irregularity; but if you could make them so easily movable as to be able to change them without difficulty every evening, although the wheel would still remain untrue, it would be quite impossible for any player to profit from it, as the irregu-

larity would never be the same two days following.

He accordingly constructed a new set of wheels with movable partitions, so that the little receptacle for the ball, which was opposite Zero one day, might be placed opposite No. 5 the next, and opposite No. 22 the day after.

Against this, of course, Jaggers could do nothing, and having discovered that the game was up, he finally left Monte Carlo the winner of about £80,000.

All this happened over twenty years ago, and although it would probably be waste of time to try the Jaggers system at Monte Carlo, where they are ever on the look-out, I still think it would be possible to bring off the 'coup' at one of the less frequented gambling resorts where the Administration are not so wide-awake.

At one of the Belgian establishments the writer found that the wheels were never moved from table to table, and from an analysis of the results, acquired by marking the numbers at the same table two hours every day for a month, it was apparent that certain numbers invariably turned up oftener than others. As some numbers were continually increasing their lead, and others daily falling more and more behind, it was evident that the cylinders were never adjusted.

The result of about two hours' play every day for twelve days was a win of seventy-five louis; then his victorious career was brought to an end by the table being closed at the end of the summer season.

The difficulty, however, is to frame a system of staking which will survive a run of adverse luck. The advantage the player obtains from his observation of the vagaries of the table is so small, that a win is only assured by having a large capital and playing a large number of 'coups.'

Although there may be half-a-dozen 'good' numbers and six 'bad' ones, there will always be a group of about twenty-four numbers whose score remains at about the normal figure. Although the 'bad' numbers may not come out oftener than usual, there may at any time be such a long succession of the normal ones, that the backer of the 'good' ones may at a given moment be largely out of pocket. The only way to avoid this is to take half the normal numbers on your side and back about eighteen numbers every spin of the wheel, *i.e.* six 'good' ones and twelve normal. This insures the player against any very long run of bad luck, and armed with four hundred units he ought to be able to beat the Bank every sitting.

The player must be able to select a wheel with a distinguishable mark on it before

attempting this system, and he must, moreover, keep a careful analysis of the table every day in order to perceive at once if the Administration have tampered with the cylinder during the night.

## THE D'ALEMBERT SYSTEM

THIS system, which is also commonly known as the 'Montant et descendant,' is one of the oldest and best known. It is also one of the most seductive, and, in my opinion, one of the most dangerous which the player can select.

It is especially alluring to the novice, who is ensnared by its apparent theoretical soundness, without realizing the serious risks he is running in adopting it.

The theory of the system is absolutely sound, but unfortunately, although this is undeniable, it is of no practical value to the ordinary player, and is sure to bring him to grief.

D'Alembert was a believer in the Law of Equilibrium, and held that if you played at any game of purely even chance, such as tossing a coin into the air, you could start from any given moment, and although Heads might turn up 5, 10, or 20 times more than Tails, you had only

got to go on long enough for the chances to equalize themselves.

This was just as certain to occur, he argued, as if you took a pack of cards containing 26 Reds and 26 Blacks and dealt them out. In the case of the cards the Reds and Blacks were sure to be equal, at the end of each pack. In the case of the tossing of a coin, the moment of equilibrium was undefinable, but was equally certain to occur.

"This being so," said he, "we can easily devise a method of staking which will give the player an advantage. Let him add one to his stake after every loss, and deduct one from his previous stake after every win. When the equilibrium occurs, he is sure to be a winner;" *e. g.* suppose he starts by losing five times consecutively, he has lost $1 + 2 + 3 + 4 + 5 = 15$; he then wins five times consecutively, and establishes the equilibrium; he has won $6 + 5 + 4 + 3 + 2 = 20$, showing a net gain of 5 units.

But unfortunately there are two other sides to the picture, which d'Alembert being only a theorist did not realize.

Suppose, for example, you start by *winning* five times consecutively: as you are not to increase until you have sustained a loss, you will have won $1 + 1 + 1 + 1 + 1 = 5$. You

then lose five times running and establish the equilibrium; you will have lost 1 + 2 + 3 + 4 + 5 = 15, showing a net loss of 10 units!

But there is another and much more serious thing to be considered. D'Alembert says the chances are bound to equalize, but admits that the moment of the equilibrium occurring is *undefinable*. There is no reason, therefore, why it should not occur for two or three days, or even for two or three weeks, and what is his disciple to do in the meanwhile? Sit there steadily decreasing and increasing, decreasing and increasing, whilst one chance goes slowly but surely ahead of the other, and his stakes mount higher and higher?

If he had two or three friends to relieve him at his task, and his stakes did not mount to the Maximum, he would require the capital of the Bank of England to stand it! And think of the Zeros or Refaits that would be occurring all the time, adding to his already embarrassed situation.

Therefore I am of the opinion that the ordinary d'Alembert, if attempted without restrictions or modifications, is impracticable, notwithstanding the fact that its fundamental basis is sound.

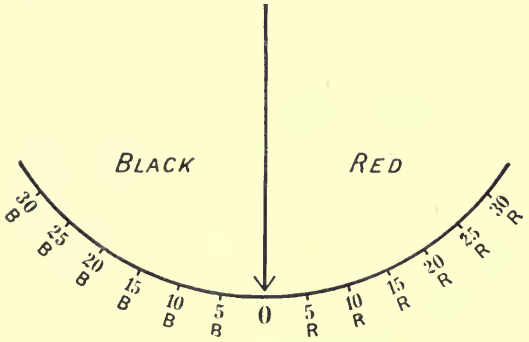
## WELLS'S SYSTEM

NOTWITHSTANDING the many shortcomings which led to Mr. Wells's temporary retirement into private life, his worst enemies could not accuse him of being a fool! He discovered what he thought to be an extremely sound system, and having done so, proceeded to play it *with other people's money!* What could have been more intelligent? His only mistake was being found out!

His idea was this. To work on the D'Alembert theory, which he recognized as sound, only with modifications and restrictions. Wells considered the play on an Even Chance to be like the swing of a pendulum.

Starting from any given point (which would be represented on the Plan by o), to play on Red or Black, he saw that what usually happened was that the pendulum did not, as a rule, swing much outside certain limits—say 10 points in favour of either colour.

Of course there were times when Red would go steadily ahead and get 10, 20, 30, and even 40 points in front of Black, but in the majority of cases the pendulum would keep vibrating for some time between the points 10 R and 10 B before it ever exceeded this limit.




Wells's idea, then, was to adopt the D'Alembert method of staking, but with this difference, that he would start with a stake of 10 units instead of 1, and that if either his stake decreased to 0 or increased to 20, he would consider the game as finished, and retire with his loss or win as the case might be.

In this way when he started by winning, instead of winning 1 + 1 + 1 + 1, etc., he used to win 10 + 9 + 8 + 7 + 6, etc., and if he won ten times in succession he used to come

away a winner of 10 + 9 + 8 + 7 + 6 + 5 + 4 + 3 + 2 + 1 = 55 units.

And if he won the first few 'coups' and then kept on winning and losing alternately for a short time before eventually descending to Zero, he won considerably more than 55 units, for every time there was a loss followed by a win, it meant a gain of an extra unit. Suppose the game to have gone on as shown in the following Table—

| Results. | Amounts Staked. | | Results. | Amounts Staked. | |
|---|---|---|---|---|---|
| Win | 10 | + | Win | 3 | + |
| Win | 9 | + | Lose | 2 | − |
| Lose | 8 | − | Lose | 3 | − |
| Win | 9 | + | Lose | 4 | − |
| Win | 8 | + | Lose | 5 | − |
| Lose | 7 | − | Win | 6 | + |
| Win | 8 | + | Win | 5 | + |
| Lose | 7 | − | Lose | 4 | − |
| Win | 8 | + | Win | 5 | + |
| Win | 7 | + | Win | 4 | + |
| Win | 6 | + | Lose | 3 | − |
| Lose | 5 | − | Win | 4 | + |
| Win | 6 | + | Win | 3 | + |
| Win | 5 | + | Win | 2 | + |
| Lose | 4 | − | Lose | 1 | − |
| Win | 5 | + | Win | 2 | + |
| Win | 4 | + | Win | 1 | + |
| Win | 3 | + | | 0 | |
| Lose | 2 | − | | | |

If you add up the plus quantities they come to 123, and the minus quantities to 55. The

net result is therefore a Win of 68 units. The reason being, that whilst the pendulum was swinging out to 10 degrees in favour of the player, it vibrated 13 times, and each vibration meant the win of an extra unit.

People who know the weak spot of the D'Alembert, will very likely tell you that the Wells System is just as bad, because if you win ten 'coups' running, you will only win 10 + 9 + 8 + 7 + 6 + 5 + 4 + 3 + 2 + 1 = 55; whereas if you lose ten 'coups' running, you will lose 10 + 11 + 12 + 13 + 14 + 15 + 16 + 17 + 18 + 19 + 20 = 165.

This is undoubtedly the weak spot, but Wells pretends that both of these results are rare, and that if you play the system continually, this apparent disadvantage is compensated for by the *vibrations* of the pendulum.

However this may be, there is no doubt that the Wells method is an improvement on the ordinary D'Alembert. But it seems to me very easy to improve upon Wells, and to do this I would propose that you should play it on both sides of the table at the same time.

To accomplish this a beginner would require a friend to help him, and would proceed thus—

We will call our friends B and R. The former is going to play on Black and the latter on Red. Supposing they were independent

people going to play the Wells System as described above, each would have to take in 165 units; but as they are a joint-stock concern, they will only require a capital of 110 units between them. N.B.—Advantage No. 1. The possible loss is reduced from 165 to 110 units.

B starts to back the Black with a stake of 10, and R starts to put the same amount on Red, but as there is no earthly object in their opposing one another, and having two stakes on the table to run the risk of Zero, they compare notes as to what they have got to play, and only stake the difference.

Consequently on the first 'coup' they do not stake at all. Supposing Red wins. R then says to B, "My stake is 9 on Red." B says to R, "Mine is 11 on Black." The stake placed on the table would therefore be 2 on Black.

Supposing Red wins again. R has to play 8 on Red and B 12 on Black; the amount staked would consequently be 4 on Black.

The second great advantage of being in partnership now becomes apparent: by only staking the difference between the two amounts which each ought to play, much less money is exposed to the risk of Zero, and on a favourable 'tableau' the profits are doubled.

For supposing at the second 'coup' Zero appears; if the players were independent, R

would have 8 units put in prison, and B 12, whereas by being partners they have the satisfaction of seeing only 4 units going into captivity!

The best way to proceed when Zero appears is to divide the amount on the table with the Bank and ignore the 'coup' altogether. This is the simplest mode of procedure in playing *any* system on an Even Chance, and I advise the reader to adopt it should he decide to try one of the systems given in this book. In the above case then R and B would accept a loss of 2 units and stake 4 on Black for the next 'coup.'

If the pendulum swings gently to and fro, vibrating continually between 10 R and 10 B without ever exceeding those limits, as soon as you find it pointing to Zero after an hour or so of play it is time to stop your game. You will find that your profits have amounted to about 1 unit for every 'coup' played, less the percentage paid out on the Zeros.

## THE AUTHOR'S SYSTEM

PRAY let it be distinctly understood that I do not recommend any one to gamble. On the contrary, I would strongly advise those who have not yet taken to it to refrain.

The proportion of winners to losers in the long run is astonishingly small. Think of how few people you know who could truthfully say that if all the gambling transactions of their life were summed up the result would be a profit! I don't believe that on an average five per cent. of the players come out to the good. Certainly not more.

Large wins are made from time to time by lucky coups, but the money nearly always returns to the coffers of the Bank. As a lady once wittily remarked to me when I asked her if she had been winning, "No," she said; "I find that I never *win*, I only *borrow* from the Bank, and a precious high rate of interest they make

me pay as a rule!" Gambling is therefore nearly sure to be unprofitable; and in addition to that, it has a tendency to make some people irritable, nervous, and generally miserable. It is, in fact, very like opium-smoking; there is a period of great exhilaration after a good win, only to be followed by a reaction of the deepest depression after a loss.

Unfortunately, however, a large proportion of the community have already taken to games of chance, and it is amongst these that I hope my little book will circulate. It can do them no harm, and may perhaps save a few the loss of considerable sums of money by prevailing upon them to introduce a little method into their play.

The people who go into the Rooms and throw their money down haphazard on the table, without any pre-conceived plan of attack or defence, are sure to lose in the end. They may be large winners occasionally, but the Bank is sure to beat them in the long run. By having a system you can at least *defend* your money; and if at any time you should have a run of luck and accumulate a fair amount of winnings, you will make it a more lengthy and difficult task for the Bank to get their money back.

The author knows of no system by which with a moderate capital you can make winning

a certainty, but there are many which render a heavy loss very improbable, and allow the player scope for a fair win if he escapes bad luck.

The following system, if strictly adhered to, should give the player plenty of fun for his money, and will often land him with a balance on the right side, even after several weeks' play.

The best progression to employ is 1, 2, 3, 6, which means to say that you continue staking one piece as long as you are winning, and increase to two on the first loss. If you lose again, you increase to three, and after three consecutive losses you stake six. The result of this method of staking is, that if you win either the first or second bet, you have won one piece —or unit of play—which you then put away into a separate pocket, as a definite gain, quite apart from your original capital.

If you lose the first two bets, and win either the third or fourth, you have got your losses back, and done no harm; you are then in a position to re-commence staking one again. It is evident, therefore, that in order to get any of your money at all, the Bank has to win four bets consecutively.

Our object, then, is to try and make this as difficult as possible for them. The system must of course be played on an even chance,

but instead of simply playing it on the Red and Black, Pair or Impair, or Couleur and Inverse at Trente-et-Quarante, where an adverse run of four may often be encountered, the author recommends the following plan to be adopted.

You wait until one colour appears, and then commence playing first for a sequence of colour, and then for a change of colour; in other words, you play first for the run and then for the intermittence. The result of this ingenious way of staking is that it makes it difficult for them to beat you.

For if there is a run on the colour, you win every alternate bet, and consequently win one unit every two coups. For example, if when you go to the table Red appears, you first play on the Red for the run, and then on the Black for the intermittence. If it runs six times, the stakes are as follows:

| | |
|---|---|
| Red | (no stake) |
| Red | (play 1 for the Run and Win) |
| Red | (play 1 for the Intermittence and Lose) |
| Red | (play 2 for the Run and Win) |
| Red | (play 1 for the Intermittence and Lose) |
| Red | (play 2 for the Run and Win) |

Total result of three wins and two losses: A win of three units.

If, however, the table is intermittent it suits you just as well, and the stakes are as follows:

Red (no stake)
Black (play 1 for the Run and Lose)
Red (play 2 for the Intermittence and Win)
Black (play 1 for the Run and Lose)
Red (play 2 for the Intermittence and Win)
Black (play 1 for the Run and Lose)
Red (play 2 for the Intermittence and Win)

You also win every alternate coup and can show as total result three wins and three losses: A win of three units.

If the table gives you what is known as 'coup de deux':

Red (no stake)
Red (play 1 for the Run and Win)
Black (play 1 for the Intermittence and Win)
Black (play 1 for the Run and Win)
Red (play 1 for the Intermittence and Win)
Red (play 1 for the Run and Win)

You win every bet, and can show a result of one unit per coup.

If the table gives you runs of three ('coup de trois'):

Red (no stake)
Red (play 1 for the Run and Win)
Red (play 1 for the Intermittence and Lose)
Black (play 2 for the Run and Lose)
Black (play 3 for the Intermittence and Lose)
Black (play 6 for the Run and Win)
Red (play 1 for the Intermittence and Win)
Red (play 1 for the Run and Win)

The net result is that you win three units for seven coups played.

If the table gives you first four Red and then four Black ('coup de quatre') the result

is much better; for you win five units for seven coups played.

The only combination that you have to be afraid of is that you may land on to a 'coup de deux' at the wrong moment. You would then lose every bet in succession, for example:

| | |
|---|---|
| Red | (no stake) |
| Red | (play 1 for the Run and Win) |
| Red | (play 1 for the Intermittence and Lose) |
| Black | (play 2 for the Run and Lose) |
| Black | (play 3 for the Intermittence and Lose) |
| Red | (play 6 for the Run and Lose) |

Or worse still if it commences with one Red:

| | |
|---|---|
| Red | (no stake) |
| Black | (play 1 for the Run and Lose) |
| Black | (play 2 for the Intermittence and Lose) |
| Red | (play 3 for the Run and Lose) |
| Red | (play 6 for the Intermittence and Lose) |

In any case, however, the chances that the player will happen to hit upon this combination at the wrong moment seem fairly remote.

The author recommends the player to have thirty-six pieces, which he will divide up into three separate capitals of twelve pieces each. If he lands on to an adverse 'coup de deux' and loses one capital, he must re-commence with another capital of twelve; only instead of continuing to stake in the ordinary course, he should commence staking on the same chance, on which he has just lost his stake of six pieces.

The result of this will be that if the runs of two continue, he will be on them in the right place, and will commence winning every coup. For example:

Red (no stake)
Black (play 1 for the Run and Lose)
Black (play 2 for the Intermittence and Lose)
Red (play 3 for the Run and Lose)
Red (play 6 for the Intermittence and Lose)
Black (play 1 for Intermittence (not Run) and Win)
Black (play 1 for the Run and Win)
Red (play 1 for the Intermittence and Win)
Red (play 1 for the Run and Win)

The three capitals should be kept in one pocket, and all winnings stowed away either in another pocket, or in a small bag kept for the purpose.

The player should leave the table if at any time he is a net winner of ten units. If not, he should continue until all his three capitals are exhausted, when as a rule it will be found that he has at any rate a small balance to the good. The three capitals will usually afford him at least an hour's play.

## THE ITALIAN RAID ON THE BANK

As I said before, Jaggers is the only man to my knowledge who won a large sum from the Bank by fair means and kept it; but there have been several instances of the Bank being worsted by swindlers, though not to any large extent.

The following was the cleverest and most remarkable swindle of recent years. It was worked by a party of four Italians, and took place about twelve years ago.

They came to Monte Carlo and made the acquaintance of one of the dealers at Trente-et-Quarante. Having ascertained from him that he was allowed to have six packs of the Casino cards at his house to enable him to practise dealing, they took him into their confidence, and offered him 60,000 francs to assist them in the swindle. He yielded to the temptation, although it meant almost certain discovery for himself in any event.

He furnished them with sufficient cards to

make up seven 'coups,' which they arranged and returned to him. The next day, when it came to his turn to deal, he was to slip the prepared cards out of his pocket on to the top of the ordinary packs. If he succeeded he was to give them a pre-arranged signal, and the Italians were then to commence staking.

Their plans to assist the dealer in his delicate and dangerous task succeeded admirably. One of the gang stood behind the 'Chef de Partie' on one side of the table and asked for change for a 500-franc note in gold. He dropped a handful of the louis on to the floor as they were being passed to him. This caused a commotion on his side of the table. Meanwhile, one of the gang sitting on the opposite side called for some drinking-water, and as the waiter was bringing the tray with two or three glasses on it, another of the gang, as if by accident, upset the whole contents of the tray over a lady playing at the table; she, of course, commenced to make a tremendous fuss, and to abuse the waiter for his clumsiness. In this way the attention of both the *chefs* was diverted, and the dealer was enabled to slip out the prepared cards quite unobserved, and arrange them at the top of the six packs.

Having received the signal from the dealer that everything was all right, one of the

swindlers put a Maximum on the Red on one side of the table and another of the gang put a Maximum on to Couleur on the other side.

The other two each put 3000 francs on the same chances, and the net result was consequently a win of 30,000 francs.

They continued staking the same amount until all the seven pre-arranged 'coups' had been dealt, when they calmly walked out of the Casino, and over the frontier of the Principality, with about 200,000 francs in their pockets.

As the average number of 'coups' in a deal at Trente-et-Quarante is about 26, by the time the 28th and 29th 'coups' were dealt, the Chefs knew that there must be something wrong, and at the end of the 'taille' the dealer was put under arrest and the cards counted, when of course the fraud was discovered.

The dealer's house was then searched, when it was found that more than a pack of cards was missing. He was consequently convicted of swindling, and sentenced to two years' imprisonment, but the four Italians got clean away with their booty.

In those days the cards used by the Casino were ordinary cards with white backs, but since the swindle, cards of a different pattern are used every deal, so that it would now be almost impossible to repeat the fraud.

Another attempt at cheating is reported to have taken place many years ago, before such elaborate precautions were taken by the Administration to guard against fraud.

A man is supposed to have succeeded in hiding himself under one of the tables, when the Rooms were closed for the night, and with a pair of pincers tightened all the Black compartments on one of the Roulette Wheels. Having done this he was clever enough to get out of the window unobserved by the night-watchmen.

Next day he went in and won a good sum by playing on the Red. But, by being too greedy he over-reached himself; for, not being satisfied with his first day's haul, he determined to return the following day and double his winnings.

But, unfortunately for him, the 'Chef de Partie' had noticed the irregularity of the wheel, and had it tested at the close of play, and the trick was soon discovered.

Feeling sure that the swindler would continue the campaign on the following day, they resolved to catch him in his own trap by pinching the Red compartments and opening the Black ones.

Their plan succeeded admirably, and as our friend, who had been playing low stakes on the

first day for want of capital, was now playing in 1000-franc notes, they very soon cleaned him out, and won all their money back.

Up till about twenty years ago, the Administration used often to pay stakes of 500 francs and 1000 francs, in what were called 'rouleaux d'or.' They consisted of packets of 25 and 50 louis neatly rolled up in paper and sealed by the Casino.

When a punter placed a 'rouleau' on the table the croupiers used to call out 'tout va au rouleau,' in the same way that they now call 'tout va au billet.'

A clever Frenchman saw his way to take advantage of this custom. He went to the Trente-et-Quarante table one day and put one 'rouleau' on to Red and another on to Couleur. Red won, but Couleur lost. Just as they were going to rake his 'rouleau' off Couleur, he substituted a 1000-franc note for it, pretending that it was a lucky one, which he wished to keep. The croupiers of course made no objection. The same thing happened the next day, when he played the same stakes: Couleur won, but Red lost, and again he gave them a note and took his 'rouleau' back.

On the third day both Red and Couleur won, and then he politely asked them to open the 'rouleaux' and pay him two Maximums!

"Mais, Monsieur——" they began. "Pardon!" he interrupted, "when the 'rouleaux' were placed on the table you said, 'tout va aux rouleaux,' which means that the contents of the 'rouleaux' were accepted as a stake, provided the Maximum was not exceeded. I hold you to your declaration. Open them; you will find just 12,000 francs in each!"

So the 'rouleaux' were duly opened, and there sure enough, neatly rolled round, inside a brass tube, were found twelve 1000-franc notes in each!

The Bank tried to argue the point, saying that they only accepted *gold* in 'rouleaux,' and not notes, but our friend soon disposed of this by saying, "In that case you should have said, 'tout va *a l'or* aux rouleaux,' but you didn't: you accepted the contents of the 'rouleaux' as a bet, and I insist upon being paid."

Well, of course it was a clear case of swindling, but the Bank was obliged to pay; but after that they took our friend's advice to heart and always said, 'tout va *a l'or* au rouleau.'

But it was so very easy to forge the seals of the Casino, that many 'rouleaux' were found to contain false louis made of lead, so after a few such unpleasant discoveries the 'rouleaux' were eventually abolished altogether.

## THE 'LABOUCHERE' SYSTEM

No book on Systems would be complete without the 'Labby.' Why it is so called I have been unable to discover for certain, but have reason to believe that it was described in the columns of *Truth* a good many years ago, and hence it derived its name.

Like in the case of the D'Alembert, the theory is sound, but in order to be of any practical value at the Tables, it should be utilized with extreme caution. Of this I am aware, from seeing a friend lose four separate capitals of £1000 each, within the space of three months.

He played a strict 'Labby' without taking any unnecessary risks, and only tried to win £20 per day; but his mistake was probably the very common one of playing a game too high for his capital, and had he risked the whole £4000 in one lump sum, and played the same stakes, he would very probably have survived.

What makes me think this, is the extraordinary success with which a certain Scotch gentleman played the 'Labby' in the summer of 1900 at Ostend. This gentleman was generally believed to have won about £200 per day for over six weeks, and on one occasion I saw him, after starting from a stake of only 2 louis, encounter such an adverse table that after a tussle of four or five hours he was staking 250 to 270 louis at a 'coup,' and was more than 2500 louis out of pocket. Notwithstanding this, he stuck most gamely to his work, and finished up by fairly beating the Bank, and bringing himself out a winner after about seven hours' play. This gentleman used invariably to take in a capital of 5000 louis, and when run into difficulties by a continuance of bad luck, he was the coolest hand at System playing that ever I saw. His nerve and presence of mind, at a critical moment, were extraordinary, and the rapidity with which he made his calculations and prepared his stakes was quite wonderful.

When a man of this calibre takes a 'Labby' in hand, and is content with a small percentage per day on a very large capital, he becomes a dangerous opponent for the Bank, and may easily win about 50 louis a day, and continue to do so for some weeks.

But if any one thinks of playing it seriously, I

would recommend them to be content with a very small win, and to play on the improved method which I am about to describe.

The idea of the ordinary 'Labby' is to set yourself the task of winning a certain sum, and to so arrange your stakes, that whenever you score a win it will wipe out two previous losses. The usual method is to write down, say,

1
2
3

on your score-sheet, and always stake the sum-total of the top and bottom figures added together, writing down the losses that occur at the bottom of the column, and striking out all wins.

For example, in the above case you stake 1 + 3 = 4, and suppose you lose, you then write down the 4 at the bottom of the column, and your next stake will be 1 + 4 = 5. Suppose you win, you strike out the 1 and the 4 and your score-sheet appears thus—

~~1~~
2
3
~~4~~

Your next stake would then be 2 + 3 = 5. If you lose, you write it underneath the cancelled

4, and your next stake would be 2 + 5 = 7. Suppose you lose this, your next stake would be 2 + 7 = 9.

If you win, after erasing the 2 and the 7 your score-sheet appears thus—

~~1~~
~~2~~
3
~~4~~
5
~~7~~

Your next stake would be 8, and in the event of a win, your first task would be finished. You are a winner of 6 units, and you have to start afresh with—

1
2
3

to win another six.

This is the way that most people play the 'Labby,' often starting with the idea that they are quite safe with a capital of 1000 or even 500 units. But such is not the case. If you happen to come across an unfavourable 'tableau,' your stakes mount up very quickly, and you will soon find yourself in serious difficulties.

The gentleman at Ostend to whom I have referred used to commence with

1
1
2

on his score-sheet, so that he only played to win 4 louis at a time, but even then he sometimes had a tremendous struggle with the Bank although he had a capital of 5000 louis to fall back upon!

My idea of an improvement on the ordinary way of playing this system would be to attack the Bank with ten little 'Labbies' instead of one big one,—which may later on develop into a veritable giant, and become unwieldy.

For example, suppose, on arriving at the table, you had the bad luck to commence as follows: 1 Win, 2 Losses, 1 Win, 3 Losses, 1 Win, 5 Losses, 2 Wins, 3 Losses. Under the ordinary method of writing down

1
2
3

your score-sheet would appear as follows—(We will score the game horizontally instead of vertically to economize space.)

1 2 3 2 4 2 4 6 6 8
10 12 14 16 22 28

It will be seen that the stakes are already becoming dangerously large.

Now under my improved method I should commence with—

$$\left.\begin{matrix}1\\2\\1\end{matrix}\right\} \quad \text{instead of} \quad \left\{\begin{matrix}1\\2\\3\end{matrix}\right.$$

and open ten different scores, playing on each one in turn. My score-sheet would then appear as follows—

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| ½ 2 ½ | 1 2 1 | 1 2 1 | ½ ½ ½ | ½ 2 1 | 1 2 1 | 1 2 1 | ½ 2 ½ | 1 2 1 | 1 2 1 | |
| | 2 | 2 | | ½ | 2 | 2 | | 2 | 2 | 1st ten coups |
| 2 | 3 | 3 | | | 3 | 3 | 2 | | | 2nd ten coups |

The difference in the two methods becomes at once apparent. In the first case we have got to stake 34 units, and in the event of a win it will have to be followed by 30, and then 26, and if any of these three 'coups' are lost, the stakes will mount much higher.

Now, under the slower and safer method, we have started badly it is true, but up to the present the largest stake we are threatened with is only 4 units, the reason being that the bad luck has been *spread over* a number of columns instead of all being added to one solitary one.

After this bad beginning, let us assume that the luck remains about normal for the next 50

or 60 'coups,' *i.e.* the player and the Bank each win about 30 bets.

The result of this will probably be that about 7 out of your 10 original scores will have been entirely obliterated, leaving, say, 3 remaining. These three will then have something like the following appearance—

| | | | |
|---|---|---|---|
| | ~~1~~ | ~~1~~ | ~~1~~ |
| | ~~2~~ | ~~2~~ | ~~2~~ |
| | 1 | 1 | 1 |
| | 2 | 2 | 2 |
| | 3 | 3 | 3 |
| | ~~4~~ | ~~4~~ | 4 |
| | ~~5~~ | 3 | ~~6~~ |
| | 4 | 4 | 5 |
| Total Outstanding | 10 | 10 | 12 |

Now with only 3 scores open, if we come suddenly on another run of bad luck, such as at the commencement of the game, we shall very soon find ourselves forced into big figures. It will therefore be more prudent to split up our 3 remaining scores into six columns, and have a little more patience.

We can split each column into two in the following way—

| 1st. | | 2nd. | | 3rd. | |
|---|---|---|---|---|---|
| 1 | 1 | 1 | 1 | 2 | 2 |
| 2 | 2 | 2 | 2 | 2 | 2 |
| 2 | 2 | 2 | 2 | 2 | 2 |

Now continue playing on each in turn as before. After about 30 ' coups ' of varying luck, probably 5 out of these columns will have been obliterated, leaving only one, which will look something like this—

| |
|---|
| 1 |
| 2 |
| 2 |
| 2 |
| 4 |
| 6 |
| 8 |
| 8 |
| Total Outstanding 20 |

We have reduced our amount outstanding from 32 to 20, but the one remaining column is beginning to look dangerous. Prudence therefore dictates that we should again have recourse to the splitting process.

It now ought to be quite safe to split our outstanding amount into 4 columns instead of six. We should do so in the following manner—

| | | | |
|---|---|---|---|
| 1 | 1 | 1 | 1 |
| 2 | 2 | 2 | 2 |
| 2 | 2 | 2 | 2 |

And unless we suddenly come across a run of bad luck we may soon hope to wipe all the figures out. Possibly three of the columns may disappear at once, leaving only one which again assumes threatening proportions. In this case

rather than risk high stakes, I should once more split up the remaining column into two or three separate ones, according to its size.

As soon as all the figures are obliterated, the player will have won 40 units, and may congratulate himself on a very fair day's work.

I know of a man who is supposed to have won 90,000 francs on this method, beginning with only a comparatively small capital.

## THE 'WRANGLER'S' SYSTEM

A FEW years ago some friends of mine were comparing notes in the smoking-room of a Monte Carlo hotel, on the results of the season's play.

It was in the month of April: most of them were *habitués*, and had been over three months in the hotel, and they found that not one of them had won. One man had lost £200, another £500, and some even more. They came to the conclusion that it was almost impossible to win if you stayed a long time in the place.

Sitting in a corner of the room drinking his coffee was another elderly Englishman. He was of a shy, retiring nature, and did not as a rule join in the general conversation. He had the reputation of being in Monte Carlo under doctor's orders, and although he had been seen occasionally putting on a few five-franc pieces at the Roulette Table, no one in the hotel con-

sidered him anything of a gambler, but regarded him as the sort of person who might possibly win or lose £50 during the season, playing for the sake of amusement.

After the others had gone to the Casino, one of my friends, who remained behind, thought he would sound the unsociable one as to his opinions on the all-absorbing topic.

"Well, Mr. So-and-So," said he, "I suppose you are inclined to agree with us, that the Bank has all the best of it?"

"Oh, I've no doubt it does," he replied, "in the majority of cases, but it has not been so in mine."

"Why, do you mean to say that you can win?" asked my friend.

"I mean to say that for the last six years I have made from £500 to £800 every season," he replied, "and I don't consider that at all bad."

"I should think not," said my friend. "When you come to consider that all of us, who were in the room just now, think nothing of putting down 5 or 10 louis at a 'coup,' and invariably lose in the long run, and yet you, who never seem to play more than a few five-franc pieces, are making a regular income—why it's simply astounding!"

"Oh, I take no credit for it myself," said the

other, "I just play a little system that was shown me by a friend years ago, and it seems pretty sound, so I stick to it. The man who invented it was one of the most brilliant mathematicians of his day, so I have christened it 'The Wrangler's System.'"

Well, of course my friend did not rest until he knew all about such a wonderfully successful system, and as he has kindly shown it to me, I can now give the public a chance.

The man who played it with such success used to come to Monte Carlo with £400. This he divided up into two capitals of 5000 francs each. If he doubled the first one, he used to put his own money away and play entirely with that of the Bank. If he lost his first capital, he used to fall back upon the second one.

His unit was a five-franc piece; consequently he always had 1000 units in his pocket to fight the Bank with. He had plenty of time—four or five months—in which to operate, and was therefore never in a hurry. "Little fish are sweet," said he; "if they let me have 5 or 10 louis a day I am quite satisfied."

The system was perfectly simple, being a mixture of the ordinary Martingale combined with a sort of improved 'Labby,' but the method of staking was ingenious and well adapted to the Progression he employed.

As soon as he arrived at the table he waited for one spin, to see what came out. If it was Red he staked on Red, and if it was Black he went on Black.

He continued to stake on the same colour until he lost twice in succession, and then changed over to the opposite side. He remained on that side until he again lost twice consecutively, when he once more changed over. This was his invariable method of staking. It is something like the 'Avant Dernière,' which is fully described in *Ten Days at Monte Carlo*, only better adapted to the 'Wrangler's' Progression.

For example—

| | | |
|---|---|---|
| N | | No stake. |
| | R | Play Black and Lose. |
| N | | ,, ,, ,, Win. |
| | R | ,, ,, ,, Lose. |
| | R | ,, ,, ,, Lose. |
| | R | ,, Red ,, Win. |
| N | | ,, ,, ,, Lose. |
| | R | ,, ,, ,, Win. |

He commenced with a five-franc piece and played the Martingale 1, 2, 4, 8.

Unless, therefore, the Bank beat him four times running, he continued to win their five-franc pieces, and as there was practically only one combination of figures on which they could beat him, he often won 5 or 10 louis from them

without any trouble. It will be seen that the following tables suited him equally well—

TABLES ON WHICH YOU COULD NOT LOSE FOUR TIMES CONSECUTIVELY.

| Runs. | | Intermittences. | | 'Coups' of Three. | | 'Coups' of Four. | |
|---|---|---|---|---|---|---|---|
| N. | R. | N. | R. | N. | R. | N. | R. |
| N | | N | | N | | N | |
| N | | | R | N | | N | |
| N | | N | | N | | N | |
| N | | | R | | R | N | |
| N | | N | | | R | | R |
| | R | | R | | R | | R |
| | R | | R | N | | | R |
| | R | N | | N | | | R |
| | R | | R | N | | N | |
| | R | N | | | R | | R |
| N | | N | | | R | | R |
| N | | | R | | R | | R |
| N | | N | | | | | R |
| | | | R | | | | |

The only thing that defeated him was several 'coups de deux' coming consecutively, or two coming after a run; for example, on this card—

N
N
R
R
N
N

} he loses four times in succession.

If the 'coups de deux' do not follow one another on the card, it does not matter, and he still continues to win 1 'coup' in every 4. For example—

N
R
R
N
R
R
N
N
R
N
N
R
R
N
R

On this card, although full of 'coups de deux,' he would never lose four times in succession.

Now in the event of his losing four times consecutively his total loss amounted to 15 units.

This he used to write down on his score-sheet in the following manner—

2
3
2
3
2
3

and endeavour to wipe it out with an ordinary 'Labouchere' method of staking (see page 93).

If he found that his figures were becoming too large and he had already lost about 50 units, he then used to cry a 'halt,' and split

up his one big 'Labby' into two or three small ones, and continue staking on the same system until he saw daylight.

After getting into deep water and coming out without loss, he would always abandon the struggle for that day, and be thankful that his capital was intact. Of course if he succeeded in doubling his first capital, and was playing entirely with the Bank's money, he used to play a less cautious game than he would if his own was at stake.

## THE NOBLE LORD'S SYSTEM

THIS system had the advantage of simplicity, and required very little capital. It proved most successful, whilst it lasted, but has unfortunately been rendered impracticable for the future, owing to the determination of the clergy to discourage System-playing on the Sabbath. The story is as follows—

A few years ago, a certain noble lord attended Morning Service at the English church at Monte Carlo, and, following his usual custom, slipped quietly out during the last verse of the hymn before the sermon. He strolled down towards the Casino, humming the tune softly to himself, and finding there was half-an-hour to spare before lunch, thought he would go and have a look at the play. He had been having a particularly bad time all the preceding week, and had resolved to give the game a rest, to allow his luck time to change.

As he entered the Rooms, with the hymn-

tune still running in his head, he heard 'Trente-deux, Rouge, Pair et Passe' sung out from the table on his right. An instant after 'Trente-deux, Rouge, Pair et Passe' was re-echoed from the table on his left. Then he suddenly remembered that the number of the hymn was also 32. He felt hurriedly in his pocket, and found just forty-five francs, so going to the third table, he announced, 'Trente-deux en plein, les quatre chevaux, et quatre carrés par cinq francs,' and up rolled the number at the first attempt.

To make a long story short, by moving from table to table, backing 32 with gradually increasing stakes, he left the Rooms at lunch-time the winner of over £500.

During the week, having related his experiences to one or two friends, the story went the round of Monte Carlo, and about fifty people came to the conclusion that to attend Sunday Morning Service, and back the number of the hymn, was from all accounts as good a system as any they knew.

The following Sunday the church was literally packed, and as nearly every one slipped a louis into the bag for luck, the offertory was the largest on record. The announcement of the last hymn was awaited with breathless excitement, and then there was a rush for the door.

The story goes that the system was again successful, in the majority of cases, and most of the players, including his Lordship, went back to lunch with a balance on the right side. But the non-gambling members of the congregation were so shocked and scandalized at the behaviour of the other half, that the parson made it a fixed rule, from that day, that no hymn under number 37 should ever be selected at the Monte Carlo church.

The moral of this is, when you have discovered a really good system, keep it to yourself.

## 'HOW TO BREAK THE BANK AT FLAT STAKES'

"To invent a system by which you can win more bets than the Bank on an even chance, at first sight seems impossible. In fact it does not look as if the player could even hope to win as many bets as the Bank in the long run, seeing that Zero is due to come up once in every 37 spins of the wheel, and this means the loss of half his stake, no matter on which side of the table it may be placed.

"The writer does not claim to be the original discoverer of the following ingenious method of staking, by which it seems that the Bank will be placed at a disadvantage. He believes, however, that the secret is known to few, and that it will doubtless be a surprise to many old gamblers to learn that it is possible (on paper) not only to win more bets than the Bank on an even chance, but to win so many more as

to leave the player a small profit, after allowing for the disadvantage of Zero.

"If it is found that the method works out in actual play as it does mathematically, it results that the player can dispense with his usual mode of attack—the Progression. This has been very aptly described by a French writer as a double-edged sword, just as likely to prove dangerous to the player who makes use of it, as to the Bank, or party assailed.

"Putting the question of Zero or the Refait aside for the present, for the sake of argument, it will probably be admitted by any one who has studied the problem, that in every 1000 'coups' there ought to be on the average 500 Reds and 500 Blacks. The question of Zero can be dealt with later. It is equally certain, although perhaps not so universally recognized, that in every 1000 'coups' there will be 500 sequences of colour, and 500 intermittences. In other words there will be 500 changes of colour, and 500 sequences of colour. If any one doubts this, let him find out which predominates, the sequence or intermittence, and let him play upon the one which occurs the oftenest; he will then be on the high-road to fortune, without the aid of this system, which is much more intricate and complicated.

"He will find, however, that over a long period

the sequences and intermittences will always balance one another. This being so, it follows that for every 'coup' of sequence there must eventually be a 'coup' of intermittence to counterbalance it. In every 1000 'coups' then there will be on the average 500 sequences and 500 intermittences. But the 500 sequences are made up of runs, on one or the other colour, of different lengths.

"It will be found that in every 1000 'coups' the results on the average will be as follows—

| | | | |
|---|---|---|---|
| There will be about | 250 | 'coups' of one | = 250 |
| | 126 | runs of two | = 252 |
| | 63 | ,, ,, three | = 189 |
| | 32 | ,, ,, four | = 128 |
| | 16 | ,, ,, five | = 80 |
| | 8 | ,, ,, six | = 48 |
| | 4 | ,, ,, seven | = 28 |
| | 2 | ,, ,, eight | = 16 |
| | 1 | ,, ,, nine | = 9 |
| | | | 1,000 |

"If the player were to back the intermittence (in other words, always play for a change of colour), and stake every 'coup,' he would on the average win and lose 500 bets. But if he backs the intermittence, and stops playing after two consecutive losses, and only continues when an intermittence reappears, he avoids all the losses he would otherwise make over the long runs of colour.

"It is true that in staking in this manner he

also misses a certain number of wins, but the advantage will still remain on his side.

"For example, on a run of four Reds, suppose the table ran—

Black
Red
Red
Red
Red
Black

"If he played every 'coup' he would lose three bets consecutively, but if he stops playing after two losses, he saves the last loss of the run. It is true that he does not secure the win he would otherwise get when the run breaks, and he is therefore no better off than if he had played every 'coup.' But on every run of over four he gains a distinct advantage. For on a run of five he saves two losses and misses only one win, whilst on a run of six he saves three losses and misses one win—in other words scores a net gain of two points.

"This being so, in every 1000 'coups' he makes a net gain of—

| | | | |
|---|---|---|---|
| 1 point over | 16 runs of five | = | 16 |
| 2 points ,, | 8 runs of six | = | 16 |
| 3 points ,, | 4 runs of seven | = | 12 |
| 4 points ,, | 2 runs of eight | = | 8 |
| 5 points ,, | 1 run of nine | = | 5 |
| | | | 57 |

"Now in every 1000 'coups' Zero is due to appear 27 times. On each of these occasions he loses half his stake, or a net loss of $13\frac{1}{2}$ points, which leaves him with a net gain on every 1000 'coups' of—

$$\begin{array}{r} 57 \\ \text{Less } 13.50 \\ \hline 43.50 \end{array}$$

"If these figures hold good in actual play (and I see no reason to doubt it), it means that a player can go to the tables and back the intermittence with the same stake every 'coup,' stopping after every two consecutive losses, and commencing again as soon as an intermittence appears, and that he will on the average win $43\frac{1}{2}$ stakes for every thousand 'coups' played, after making due allowance for the disadvantage of Zero.

"To have converted the ordinary percentage in favour of the Bank (which on an even chance is about $1\frac{1}{3}$ per cent.) into a percentage of about $4\frac{1}{3}$ per cent. in favour of the player is already something achieved, but the author sees no reason why this advantage should not be more than doubled.

"His scheme consists in setting two people to work, to play on this idea, on both sides of the table.

"For if there are the same number of sequences as intermittences in every 1000 'coups,' it seems pretty certain that there will be the same number of *runs* of intermittence as there are runs of sequence.

"In that case one ought to arrive at the same result, viz. a net gain of $43\frac{1}{2}$ points, by backing sequences of colour and stopping after two consecutive losses, until a sequence reappears. There will be a net gain to the player of one point in every run of five intermittences that occur; a net gain of two points for every run of six intermittences, etc., etc.

"The author proposes, therefore, that two people should sit next to one another at the same table, and play in flat stakes. *A* would back the intermittence and stop after two consecutive losses, until an intermittence reappeared. *B* would back the sequences in the same manner. When, however, it was seen that *A* had to back Red and *B* the Black, they would neither of them play at all, but would wait until, in the ordinary course of the game, one of them would have made two consecutive losses; then the other would commence staking.

"By this method the profits of the system would be doubled over 1000 'coups' played, and the loss through Zero would be less than half,

for not half as many stakes would be placed upon the table.

| | |
|---|---|
| The profits should be | 114 |
| Less loss from Zero, about | 6 |
| Net profit | 108 |

or an advantage to the player of nearly 11 per cent.!"

This was the system which a friend of mine once bought in a shop at Nice labelled—

"*The Discovery of the Age!*"
"*How to beat the Bank at Flat Stakes.*"
Price 20 Francs.

Well, he took it home and thought his fortune was made. An advantage of 11 per cent. at flat stakes seemed too good to be true, but he could not see any flaw in the reasoning. Of course, if you avoided all the long runs against you on both sides of the table, it must give you an enormous advantage!

He showed it to one or two friends, and they agreed to make up a capital of 60,000 francs, and play it in thousand-franc notes. They all had visions of the Casino either closing its doors, or sending a representative to them to inquire what amount they would accept to stop playing and leave the Principality!

The first day's result was a little disappointing —a loss of 4000 francs. However, as they had

only played about 300 'coups,' they came to the conclusion that it was not a fair test. Next day they played another 300 'coups' and lost 3000 francs; still they thought it must work out in time. When, however, they lost 3000 francs on the third day, they were in despair. Fortunately one of them showed me the pamphlet that evening, and thinking it over in bed next morning, I hit upon the weak spot.

The author took credit for all losses saved on the runs of five and over: he allowed for the wins he missed on the runs of four, but what about the runs of three? On every run of three, by stopping after two consecutive losses he missed a win for which he had made no allowance. As there were 63 runs of three on each side of the table, there were 126 wins missed, and this had to be deducted from his supposed profit, leaving him with an actual loss of 18 stakes per 1000 'coups'!

All things considered, it was not very astonishing that my friends had lost ten stakes in three days' play. They were lucky not to have lost more.

The author cites this rather long example to show how fallacious most of the so-called infallible systems are. It is one of the commonest errors to suppose that the player obtains any advantage by stopping after so many losses,

until his colour reappears. As a general rule it comes to exactly the same thing in the long run, whether he stops occasionally or plays every 'coup'; and in this particular instance it looks as if the result of the occasional breaks was a slight disadvantage to the player.

The inventors of these elaborate systems generally fail to observe some very simple flaw, such as the above, and this reminds me of an amusing little conversation in M. Limouzin's *Guide*. It is supposed to take place in the hall of the Casino—

*Facetious Unbeliever in Systems to Serious Student of Chances.*—"Well, do you think you have discovered anything?"

*Serious Student.*—"Yes, I have discovered that 'coups' of four occur oftener than 'coups' of five, and 'coups' of three much oftener than 'coups' of four."

*Facetious Unbeliever.*—"Anything else?"

*Serious Student.*—"Yes. I find that 'coups' of one occur nearly twice as often as 'coups' of two."

*Facetious One.*—"Yes. But there's one 'coup' you've forgotten which occurs oftener than any of them."

*Serious One.*—"What is that?"

*Facetious One* (triumphantly).—"The 'coup de râteau!'" (the croupier's rake).

## THE LADIES' SYSTEM

I FIND that many players, especially the fair sex, consider the even chances dull and uninteresting. They seem to have a preference for the mild excitement of the Dozens, and even more so for the Transversales.

Now by playing on Dozens and Transversales without hedging your money you may sometimes lose a capital of twenty pieces in a very short time. I have on two or three occasions seen a run of twenty-seven against a Dozen, and I believe that runs of forty against a Transversale are fairly common.

I would therefore recommend players of small capital, who like the excitement of Dozens and Transversales, to hedge their money on the even chances. If they are in bad luck, they will lose much more slowly and have more play for their money; whereas if they are in good luck, they will win faster than they can ever lose.

The arrangement of the Roulette board has many little peculiarities which one does not

notice at first. And this reminds me of an amusing conversation I heard last year at the tables at Ostend.

Two ladies of a certain age, who had just arrived from England, and had evidently not much experience of the game, were having their first flutter at Roulette. Said one to the other: "I see you always play on Red." "Of course," she replied, sinking her voice almost to a whisper for fear the croupier should hear; "don't you know that you get an extra number on the Red side?" "No," said the first, "how do you make that out?" "Why," said the other, "number 1 is Red, and number 36 is Red, so of course you get an extra number in your favour on the Red side!" "How clever of you to discover it," said number one, and down went her stakes on the Red. I suppose she did not want the croupier to hear of her great discovery, for fear they might alter the arrangement of the colours and so defeat her imaginary advantage on the Red side! I did not point out to her, that 10 and 11 were both Black, and so were 28 and 29, and as the only two red numbers following one another were 18 and 19, this made up for the first and last numbers both being Red. It would have been a pity to have dispelled her illusion, especially as she seemed to be winning.

Probably you have never noticed that whereas in the First Dozen there are five numbers Red and Impair, in the Middle Dozen there are only three, and in the Last Dozen only two. It is the same with Black and Pair: in the First Dozen there are five of them, in the middle three, and in the last only two. With this knowledge we can frame an amusing little system.

If you fancy the Red side of the table you put one piece on Red, one piece on Impair, one on the First Dozen, and one on either the Transversale 19 to 24, or 22 to 27. The result of this will be that the worst that can happen to you is a loss of four pieces, and this can only occur when one of two numbers appears.

On the other hand, if one of the Red numbers of your Transversale appears, you can win six pieces, and as there are three of them, you may reasonably hope to win six pieces once in every twelve spins, whereas you ought not to lose all four of your pieces more than once in eighteen spins.

This system can be played with a capital of twenty pieces, but I think the player should move from table to table as soon as he is a winner of ten pieces at any one of them.

If the player prefers Black and Pair, the stakes on the First Dozen and Transversale

are the same, and the results will be precisely similar. There will be three numbers on which he can win six pieces, and only two on which he can lose as much as four.

Perhaps I ought to point out that mathematically speaking this system is not to be recommended, on the principle that the more numbers you cover, the bigger the advantage you allow the Bank to have over you. If you stake in the manner described above, their advantage will be about eight per cent., whereas if you were content to stick to the even chances it would only be about one and one-third per cent.

In spite of this, however, the system is amusing, and should bring you to very little harm, unless you have exceptionally bad luck.

## THE 'BAROMETER' SYSTEM

THIS is a very pretty system, but rather complicated to explain. It is played on all three Even Chances at Roulette, *at the same time;* but there is one good point about it—no Progression is necessary. Consequently, when a stake has to be made, it is always of the same amount. This is what is called 'Masse Egale' or 'Flat Stakes.'

You require a capital of 12 Flat Stakes, the higher the better according to your means, and your game will be to double your capital every day or break in the attempt.

The man who showed it to me played it with a capital of 6000 francs (*i. e.* a Flat Stake of 500 francs), and succeeded in doubling his capital for 22 days in succession! Had he played it on the snowball system, of adding his previous day's winnings to his capital, he would have made 44,285 louis, beginning with twelve five-franc pieces; or 51,476 louis had he begun with a capital of twelve louis! As it was he did not do

this, but started with the same capital of 6000 francs every day, and left off a winner of about £5000.

Until you get used to the marking and scoring, you had better have two assistants, and sit opposite the Chances, Red, Impair, and Manque. Each man will take a third of the capital, viz. 4 units, and play on the chance opposite to him with the following rules—

1. Always play for the intermittence or change of colour, and cease staking after one loss, until another intermittence occurs. Then play again for the intermittence, and continue as long as you win, but always stop after the first loss until another intermittence occurs.

In this way you look on without playing whenever a run occurs, and only recommence when it breaks.

2. Always stake the same amount, viz. 1 unit.

3. Keep a record of your net results from the commencement, and stop playing on any one chance as soon as you have won 4 units on it.

4. After your score has reached + 4, you continue marking the game, but without really staking. If at any time your *imaginary score* has descended from + 4 to 0, you will then recommence playing in reality, following exactly the same rules as before.

All three players will remain at the table, and

continue playing, subject to these rules, until the net result of the three different games added together amounts to double the capital you started with.

The following Tables will clearly show how the game is played, but the numbers shown here are extremely favourable to the system, and it must not be expected that such a fortunate 'tableau' will be usually encountered. Sometimes it will take the players five or six hours to arrive at the desired result.

TABLE OF THE PLAY ON BLACK AND RED.

| Black. | Red. | Amount Staked. | Result. | Net Score + or − | Observations. |
|---|---|---|---|---|---|
| | 19 | | | | No stake. |
| | 16 | 1 | Lose | − 1 | We play for the change of colour and lose. We then wait until the Run on Red finishes. |
| | 23 | | | | |
| | 12 | | | | |
| 8 | | | | | The Run being over we now play for the Intermittence and Win. |
| | 27 | 1 | Win | 0 | |
| 6 | | 1 | Win | + 1 | |
| | 30 | 1 | Win | + 2 | |
| 11 | | 1 | Win | + 3 | |
| 31 | | 1 | Lose | + 2 | Again stop. |
| 17 | | | | | |
| 29 | | | | | |
| | 14 | | | | |
| 4 | | 1 | Win | + 3 | Re-commence. |
| 26 | | 1 | Lose | + 2 | Stop. |
| | 7 | | | | |
| 13 | | 1 | Win | + 3 | Re-commence. |
| | 9 | 1 | Win | + 4 | Having won 4 Units we rule off the score and cease staking on this chance. |
| 28 | | 1 | Win | + 5 | All these are only imaginary Wins. |
| | 3 | 1 | Win | + 6 | |
| 24 | | 1 | Win | + 7 | |
| 17 | | 1 | Lose | + 6 | |
| | 36 | | | | |
| 33 | | 1 | Win | + 7 | |

TABLE OF THE PLAY ON IMPAIR AND PAIR.

| Impair. | Pair. | Amount Staked. | Result. | Net Score + or − | Observations. |
|---|---|---|---|---|---|
| 19 | | | | | No stake. |
| | 16 | 1 | Win | + 1 | Play for the Inter- |
| 23 | | 1 | Win | + 2 | mittence. |
| | 12 | 1 | Win | + 3 | |
| | 8 | 1 | Lose | + 2 | Stop after one loss. |
| 27 | | | | | |
| | 6 | 1 | Win | + 3 | Re-commence. |
| | 30 | 1 | Lose | + 2 | Stop. |
| 11 | | | | | |
| 31 | | 1 | Lose | + 1 | Re-commence. |
| 17 | | | | | Stop. |
| 29 | | | | | |
| | 14 | | | | |
| | 4 | 1 | Lose | 0 | Re-commence. |
| | 26 | | | | Stop. |
| 7 | | | | | |
| 13 | | 1 | Lose | − 1 | Re-commence. |
| 9 | | | | | Stop. |
| | 28 | | | | |
| 3 | | 1 | Win | 0 | Re-commence. |
| | 24 | 1 | Win | + 1 | |
| 17 | | 1 | Win | + 2 | |
| | 36 | 1 | Win | + 3 | |
| 33 | | 1 | Win | + 4 | Rule off the score after winning 4 Units. |

## TABLE OF THE PLAY ON 'PASSE' AND 'MANQUE.'

| Passe. | Manque. | Amount Staked. | Result. | Net Score + or − | Observations. |
|---|---|---|---|---|---|
| 19 | | | | | No stake. |
| | 16 | 1 | Win | + 1 | We play for the |
| 23 | | 1 | Win | + 2 | Intermittence. |
| | 12 | 1 | Win | + 3 | |
| | 8 | 1 | Lose | + 2 | Stop after one loss. |
| 27 | | | | | Re-commence. |
| | 6 | 1 | Win | + 3 | |
| 30 | | 1 | Win | + 4 | Rule off the Score. |
| | 11 | 1 | Win | + 5 | We now continue |
| 31 | | 1 | Win | + 6 | to keep the score |
| | 17 | 1 | Win | + 7 | of an imaginary |
| 29 | | 1 | Win | + 8 | game on the |
| | 14 | 1 | Win | + 9 | same principles |
| | 4 | 1 | Lose | + 8 | as the above, and |
| | | nil | nil | − | do not play any more on this chance until the net result of our imaginary game has arrived at 0. |
| 26 | | | | | |
| | 7 | 1 | Win | + 9 | |
| | 13 | 1 | Lose | + 8 | |
| | 9 | nil | nil | − | |
| 28 | | nil | nil | − | All these are unfortunately only imaginary wins. |
| | 3 | 1 | Win | + 9 | |
| 24 | | 1 | Win | + 10 | |
| | 17 | 1 | Win | + 11 | |
| 36 | | 1 | Win | + 12 | |
| 33 | | 1 | Lose | + 11 | |

The player on 'Passe' and 'Manque' will have a very dull period after winning his 4 units, for he will have to look on all the time without playing, seeing his *imaginary* wins mounting up continually. The idea of stopping after winning 4 units is based on the theory of equilibrium. To have arrived at the result of + 4 the table must have favoured you, therefore it will be prudent to let the pendulum swing back to 0 (see page 73) before recommencing to stake.

After a certain amount of practice, you will be able to dispense with your two assistants, and play on all three Chances by yourself, but it requires a clear head, and plenty of nerve and patience.

N.B.—Of course if at any time one of the three players runs down to the score of – 4, he must borrow more capital from the man who has the most. They are partners in the 12 units, and must play to double them or lose everything.

The following 'résumé' of the game will show how the score should be kept by one person —

## SUMMARY OF THE GAME ON ALL THREE CHANCES.

| N. | R. | Score. | I. | P. | Score. | P. | M. | Score. |
|---|---|---|---|---|---|---|---|---|
| | 19 | – | ● | | – | ○ | | – |
| | 16 | – 1 | | ● | + 1 | | ● | + 1 |
| | 23 | | ● | | + 2 | ● | | + 2 |
| | 12 | | | ● | + 3 | | ● | + 3 |
| 8 | | | | ● | + 2 | | ● | + 2 |
| | 27 | 0 | ○ | | | ● | | |
| 6 | | + 1 | | ○ | + 3 | | ● | + 3 |
| | 30 | + 2 | | ○ | + 2 | ● | | + 4 |
| | | | | | | | | |
| 11 | | + 3 | ● | | | | ● | + 5 |
| 31 | | + 2 | ● | | + 1 | ○ | | + 6 |
| 17 | | | ● | | | | ○ | + 7 |
| 29 | | | ○ | | | ● | | + 8 |
| | 14 | | | ● | | | ● | + 9 |
| 4 | | + 3 | | ○ | 0 | | ● | + 8 |
| 26 | | + 2 | | ● | | ● | | |
| | 7 | | ● | | | | ● | + 9 |
| 13 | | + 3 | ● | | – 1 | | ● | + 8 |
| | 9 | + 4 | ● | | | | ● | |
| | | | | | | | | |
| 28 | | + 5 | | ● | | ○ | | |
| | 3 | + 6 | ● | | 0 | | ● | + 9 |
| 24 | | + 7 | | ● | + 1 | ● | | + 10 |
| 17 | | + 6 | ● | | + 2 | | ● | + 11 |
| | 36 | | | ● | + 3 | ○ | | + 12 |
| 33 | | + 7 | ● | | + 4 | ● | | + 11 |

## THE 'MARTINGALE' SYSTEM

THERE are two Martingales, the small and the great. The former aims at getting back all previous losses in one 'coup' and landing you a winner at the finish of 1 unit. The stakes are as follows—1, 2, 4, 8, 16, 32, 64, 128, 256, 512 and 1024.

Consequently at the Roulette Table it requires 11 consecutive losses to defeat you, and one 'coup' less at Trente-et-Quarante.

The Great Martingale is even more ambitious. It aims at getting back all previous losses, and landing you a winner of 1 unit for every 'coup' played, at the first bet won. The stakes are—1, 3, 7, 15, 31, 63, 127, 255, 511 and 1023.

The player is consequently defeated by ten consecutive losses at Roulette, or nine at the Trente-et-Quarante Table.

Both these systems are a fraud and delusion, and it is only a question of time before the player is sure to be defeated.

Some punters are, however, much more lucky than others. A friend of mine once made the acquaintance of a foreigner in the Reading-room of the Casino at Monte Carlo, who informed him that he had made 50 louis a day for three months on the small Martingale System.

He did not simply play it on Black or Red, but used to write down eleven imaginary 'coups' on a card, every morning, as he was dressing. He would then go to the Casino and play against the Bank, reproducing at the table the exact pattern he had thought of. For example—

N
N
R
N
N
R
N
R
R
R
R

If he won fifty louis before the Bank reproduced his particular combination, he used to come away satisfied. Every day he would invent a fresh pattern.

My friend thought the idea was so good, that he took in 1000 louis and tried it himself. He was defeated at the very first attempt!

I also remember another well-known Englishman and his wife who played the little Martin-

gale successfully for two years following. They brought down £1000 as capital, and each year went back with £1000 to the good.

But the third year they tried it, everything went wrong. The Bank laid hands on their first capital of £1000 before they had been three days in the place. They then sent home for a second £1000, and a very remarkable thing happened.

They decided to take in the second £1000, and start to play on the Red, at a certain Trente-et-Quarante Table, as soon as the game commenced the following morning. The gentleman's wife, who was in deep mourning, cut the cards, and the deal began with a run of thirteen on Black, by which of course her husband was promptly defeated on his first ten stakes.

But the curious thing was that another Englishman I knew, who was generally a very moderate gambler, had such an extraordinarily vivid dream the night before, that he made up his mind to have a big gamble on the strength of it.

He actually dreamt that he saw a lady dressed all in black cut the cards for the first deal at the table in question, and that there was immediately an extraordinary run on Black, the exact number of which he could not ascertain. He resolved, however, to take in 10,000 francs, and leave it on the Black ten times.

He drew the money from the Bank and took it in, but at the critical moment his nerve failed him, and although he mustered up sufficient courage to put his 10,000 francs on for the first 'coup,' as soon as he had doubled his money he took it all off, and looked on for the rest of the deal. Had he carried out his original intention he would have won just £4000 !

## THE 'PHILIBERTE' SYSTEM

THIS system consists in playing that the Bank will not beat you three 'coups' in succession. If it does, you lose one capital or 'sautez,' and must recommence with a unit of 1 again.

This method would be well adapted to the game of Scientific Trente-et-Quarante described on page 59.

The Progression employed is 1, 2, 4, to commence with. If you lose your 1 + 2 + 4 = 7 pieces, you then attack with a capital of 11 pieces, and play 1, 3, 7 until you have got back the 7 just lost, in which case you return to your original method of 1, 2, 4.

Supposing you lose your second capital of 11 pieces, you would then double your unit and play 2, 4, 8, and if this also goes down before all losses are recovered, you would play 2, 6, 14, and if still unsuccessful 3, 6, 12, to be followed by 3, 9, 21.

Provided you have lots of patience and plenty of capital behind you, there are many worse systems than this.

## THE 'DÉCAVÉ'S' SYSTEM

THIS system is so called because it is usually adopted by a man who is 'décavé,' which means 'cleaned out' or 'stony-broke.' It has one good point—it requires no capital.

All that is necessary to obtain success is a good dress-suit, a respectable appearance, and plenty of assurance. The dress-suit had better be hired for the evening, as in the event of any unpleasantness it may come in for some rather rough treatment.

If you can find an accomplice of an equally good appearance as yourself, so much the better; the profits will be less, but he may be useful in an emergency. The following is the mode of procedure—

You stroll round the Rooms until you see a lunatic covering the Roulette Table with pieces. At the crowded season of the year such players are fairly common. They never put on less than about 30 pieces every spin of the Wheel,

and cannot possibly remember where each piece is placed.

They commence by covering all the numbers from 1 to 15, and then suddenly get an inspiration for the last dozen, and make a dash to put on about ten more pieces just as the ball is about to land. Whilst they are so occupied, you have been standing near the Chef de Partie watching your opportunity. Now is your chance. You take up a rake, and as if suddenly changing your mind, quickly move a piece which was 'à cheval' 8–11 on to either 5 or 14 'en plein.' It is a thousand to one against any one noticing it. If they do, you are of course very sorry, and apologize for having made a mistake; you had several pieces on the table, and thought this was one of yours. It is, however, very long odds against any one suspecting there is anything wrong.

You wait till the number is announced, and if 5 or 14 come out you claim the money, which of course no one will dispute. If neither 5, 8, 11, nor 14 appear, no one will be any the wiser that you stood to win 35 pieces to nothing, and you will then remain at the table to repeat the operation when another opportunity occurs.

If however either 8 or 11 come out, you shrug your shoulders and walk away as if you had lost your money. The person who staked

on 8–11 'à cheval' will claim to be paid, and will be informed that there was no money there. He will probably think he made a mistake, and omitted to place his money where he had intended.

If he makes a row, you and your friend will be at the other end of the '*Salle*' before it begins, and will therefore hear nothing of it. Another victim must then be selected, and the operation repeated until your efforts are crowned with success. A most immaculately dressed foreigner made a good haul at this game in Belgium last summer.

The same trick was also played most successfully a few years ago at one of the Clubs in Nice. The game was *écarté*, at which all the bystanders were accustomed to bet.

Suppose the players were *A* and *B*, perhaps ten or fifteen members would back *A* and put 200 louis on him, whilst another ten or fifteen members would back *B* and put, say, 220 louis on his side. It was however absolutely necessary for the stakes on each side of the table to balance one another. If they didn't, either one of *B*'s backers had to withdraw 20 louis, or *A* had to find a backer for 20 louis more, or some one who had ten louis on *B* had to move them over to *A*'s side of the table.

There was a certain elderly Englishman of

aristocratic manners and appearance who was extremely popular at the Club that season. Not only was he such a charming and agreeable fellow to talk to, but he had two exceedingly pretty daughters, who were also very popular in society. He was proverbially unlucky at cards, and always made out that he was losing; so much so, that he came to be known as 'Poor Palmer'!

Now 'P. P.,' in addition to his other numerous qualities, was the most obliging fellow in the world; consequently, whenever he saw the table in the above-described awkward predicament, he at once came to the rescue. "Oh, I don't care in the least which side I am on," he would say, "I'll move my 10 louis over on to *A*."

Now of course, as a matter of fact, he never had a penny on the table at all, but what happened was this. If *A*'s side won, Palmer got his 20 louis, and it could not possibly be discovered that there was anything wrong. If, on the other hand, *A* lost, Palmer would exclaim in a loud voice, "There! Of course I'm on the wrong side as usual!" And everybody would say, "Poor Palmer! He's lost again!"

When the backers of *B* came to be paid, there would be 10 louis short, and the matter had to be arranged among them: there had

evidently been a mistake somewhere, but no one could say how it had arisen. At any rate the last person to connect with it would be 'Poor Palmer.' He had 'lost again' and gone to the Smoking-room to have a drink.

This went on for quite a long time, till at last such 'mistakes' became so unpleasantly frequent, that the Committee engaged two detectives and dressed them as waiters to watch the game. They had very little trouble in catching 'Poor Palmer' red-handed.

## THE 'FITZROY' SYSTEM

This is quite a good system, and was very popular amongst the English community about three years ago, but unfortunately it is barred to most people on account of the enormous capital it requires. To feel at all sure of ultimate success, a capital of 10,000 units is essential, and even then it is not absolutely infallible. But if a Syndicate were formed to play it at Trente-et-Quarante on a 1 louis unit, with £16,000 at their back, I think they would probably succeed. The amount they would win, as long as it lasted, would be about 600 louis a day.

The idea of the game is to increase your stakes by 1 unit every time, without ever decreasing, until you have wiped out all previous losses and gained 1 louis as well for every 'coup' played.

There are two exceptions to this rule. Your first stake is always 1, but if you lose this, instead of your next stake being 2, it is 3; after that it should be 4, 5, 6, 7, 8, etc., until your task is accomplished. Your game is finished when

you can wipe out all minus quantities from your score-sheet and bring the result to + 1. Suppose, therefore, your score-sheet shows you to be – 3, and your stake in the ordinary way ought to be 7 ; instead of staking 7, you would only stake 4, in order to arrive at the result of + 1 if you win. In the event of your losing the stake of 4 your next stake will be 8, just as if you had staked 7 in the ordinary course of the game the previous 'coup.' If you lose the 8 you would continue with 9, 10, 11, etc.

If you win two or three stakes of 1 at the commencement you consider them as definite gains, and put them away quite apart from your capital.

Suppose you lose your first two stakes of 1 and 3, you are now out of pocket—

| | |
|---|---|
| *1st Loss* | – 1 |
| *2nd Loss* | – 3 |
| Total | – 4 |

But in addition to getting back your previous losses, the object of the system is to win a unit per 'coup' as well, consequently in order to keep a clear record of the amount you require to win, it is best to add 1 unit to your losses after every 'coup.'

Supposing that you commence the game with 4 losses and 3 wins, you will score the game as follows—

| | | |
|---|---|---|
| 1st Loss | 1 | to which add 1 more |
| | 1 | |
| Total | − 2 | |
| 2nd *Stake* | − 3 | and Lose |
| Lost | − 5 | to which add 1 more |
| | 1 | |
| Total | − 6 | |
| 3rd *Stake* | − 4 | and Lose |
| Lost | − 10 | to which add 1 more |
| | 1 | |
| Total | − 11 | |
| 4th *Stake* | − 5 | and Lose |
| Lost | − 16 | to which add 1 more |
| | 1 | |
| Total | − 17 | |
| 5th *Stake* Deduct | + 6 | and Win |
| Lost | − 11 | to which add 1 more |
| | 1 | |
| Total | − 12 | |
| 6th *Stake* Deduct | + 7 | and Win |
| Lost | − 5 | to which add 1 more |
| | 1 | |
| Total | − 6 | |
| 7th *Stake* | 7 | and Win |
| *Result* | + 1 | |

*Result :* Coups played 7

Coups lost = 4 Units won = 20

Coups won = 3 Units lost = 13

Total won = 7

It will be noticed that the last stake is only 7 instead of 8. This is because you only require to arrive at a result of + 1. Had you staked 8 in the ordinary course and won, you would have won a unit more than you needed, and would have taken a little unnecessary risk.

In case the reader should not have quite grasped what has gone before, I will try and make it clearer.

The Progression to be employed is 1, 3, 4, 5, 6, 7, 8, 9, etc.

If you start by losing, you keep a record of all the minus quantities, to which you add 1 unit for every 'coup' played. Losses will then be added to this score, and wins deducted, until you can eventually arrive at the score of + 1, when your task is finished and you must re-commence with a stake of 1.

In a very short time you will be able to add the invariable 1 to the score *mechanically* and without requiring to show it on the score-sheet, as I have done in the example given.

We will suppose that on arriving at the table you score 2 Losses, 1 Win, 1 Loss, and 2 Wins.

When you have attained proficiency in marking the game, your score-sheet will appear as follows—

| | | |
|---|---|---|
| 1st *Stake* | − 1 | Lose (and add 1) |
| | − 1 | |
| Total | − 2 | |
| 2nd *Stake* | − 3 | Lose (and add 1) |
| Result | − 6 | (not 5) |
| 3rd *Stake* | + 4 | Win |
| Result | − 3 | (not 2) |
| 4th *Stake* | − 4 | (not 5) Lose |
| Result | − 8 | |
| 5th *Stake* | + 6 | (not 5) Win |
| Result | − 3 | (not 2) |
| 6th *Stake* | + 4 | (not 7) Win |
| | + 1 | |

*Result:* Coups played = 6 Units won = 14
Won = 3 Units lost = 8
Lost = 3
Total won = 6

At the 3rd stake, instead of saying to yourself + 4 from − 6 = − 2, you say + 4 from − 7 = − 3.

In the same way after the 5th Stake, instead of saying + 6 from − 8 leaves − 2, you say + 6 from − 9 leaves − 3. At the 6th 'coup' you stake 4 because you only require to arrive at a result of + 1 to accomplish your object.

If you should lose this 'coup' instead of winning it, you would say—

| | |
|---|---|
| | − 3 |
| And | − 4 |
| Total | − 8 (not 7). |

and your 7*th Stake* would be 8.

Because the 6th by the ordinary Progression ought to have been 7 and not 4.

Supposing you win the 7th Stake you say: + 8 from − 9 = − 1, and your *8th Stake* would be 2.

In the event of your winning, the game would be finished. You will have played 8 'coups,' losing 4 and winning 4, and yet you will be a winner of 8 units!

By far the best way to play this system is to work it on both sides of the table, in the same way as proposed for the 'Wells System' on page 75. On a favourable 'tableau' you will win twice as fast and expose less money to the risk of Zero. If only played on one side, I would recommend the same method of staking as used in the 'Wrangler's System' (see page 103).

If you cannot raise the suggested capital of 10,000 or 20,000 units, the system can be attempted with several small capitals of about 200 units each. It is quite possible to turn 200 into 1000 in a very short time, if you are sufficiently lucky to avoid a bad day at the start.

## THE 'TIERS ET TOUT'

I FIRMLY believe that the system which I am now about to describe is the best in the whole book, and very probably the Casino authorities would give me £10,000 not to publish it—if I asked them—but I don't intend to give them the chance.

If, therefore, the sale of this book is prohibited in the Principality of Monaco, you will know the reason why.

For was it not with the '*Tiers et Tout à la Boule de Neige*' that Garcia, the famous Spanish gambler, threatened to wreck the Gaming Establishment at Homburg, in days gone by; winning at one time, it is said, about six million francs?

Consequently it is the one system of which the Gambling Establishments stand in dread.

The reason is not far to seek. In most of the other methods herein described, whenever the player gets into trouble he has to put more

and more of his own money on the table to get his losses back. With the '*Tiers et Tout*' it is just the reverse. The player never stands to lose more than 9 units of his own money, and never has a big stake on the table unless it is with money already won from the Bank.

If, therefore, a punter has sufficient strength of mind never to take more than one capital of 9 units into the Casino with him at a time, he puts the Bank in the unpleasant position, that no matter how good their luck may be, they can never win more than 9 units from him. On the other hand, when the player's lucky day arrives, he will win 200 units from the Bank, which will cover twenty-two days' losses.

Your capital then is 9 units, and you play that the Bank will not win two 'coups' in succession before you have turned the 9 into 200. You do not ask for any very extraordinary run of luck to enable you to do this; all you require is to win the same number of 'coups' as the Bank, but you must not let them win twice running or you will be defeated.

The system consists in always dividing your capital by three, and staking first a third, and in the event of loss, the remaining two-thirds. The usual method of staking is always to play for the intermittence. Unless you come upon a

run of three on one or the other Colour, you will succeed.

For example, suppose the Colours run as follows—

| *Noir.* | *Rouge.* | |
|---|---|---|
| N | | No Stake |
| | R | Win |
| | R | Lose |
| N | | Win |
| N | | Lose |
| | R | Win |
| N | | Win |
| N | | Lose |
| | R | Win |
| N | | Win |
| | R | Win |
| | R | Lose |
| N | | Win |
| | R | Win |
| | R | Lose |
| N | | Win |
| | R | Win |

When you arrive at the table, Black appears, you consequently put 3 units on to Red and win.

You add this to your capital, which now consists of 12 units. Your next Stake will be 4 on Black, which is lost. After that you stake 8 on the Black and win.

Your capital is now 16, so you next put 5 on to Red, and Lose: then 10 on to Red and win.

Your capital now consists of 21 pieces, consequently you have to put 7 on to Black and win.

You have now 28 pieces in hand, so your

next Stake will be 9 on Red which is lost; afterwards 18 on to Red which is won.

Holding 37 units, you then put 12 on to Black and win. This brings your capital up to 49.

Then stake 16 on Red and win, capital now amounts to 65 units.

Place 21 on the Black and lose; then 42 on Black and win. This increases your total to 86. Stake 28 on Red and win. Capital now amounts to 114 pieces, and you are nearing the finish.

Place 38 on the Black and lose, then 76 on Black and win. You have now arrived at the last 'coup.' Your capital is 152, so you place 50 on Red and win, and have succeeded in converting your 9 louis into 202 !

The reason why this system is not oftener played, is because it requires more pluck and determination than almost any other. Time after time you may run your Snowball from 9 up to 37 or even 65 units, only to see them relentlessly raked in by the Bank.

After a run of bad luck it is simply heart-breaking, and very few players have the grit to stand it.

If persevered with for a sufficient time, it will probably always come out right in the end.

## ANECDOTES OF THE RESTAURANTS, ETC.

READERS of *Ten Days at Monte Carlo* will doubtless be glad to learn that Monsieur Ciro is still flourishing on the Galerie Charles III. His restaurant is as popular as ever, and his humorous remarks continue to provoke much merriment during the luncheon-hour. The following little anecdote will serve to show that he still retains some of his old form.

The weather had been seriously misbehaving itself; in fact there had been nothing but rain and cold winds for about ten days in succession. As long as this continued it was impossible to lunch on the Terrace at Ciro's. Moreover, as the restaurant relies on a large *clientèle* coming from Nice, Cannes and Mentone, a continued absence of sunshine must necessarily make a large difference in the receipts.

Poor Ciro was in despair as he gazed at the rows of tables standing empty outside, with the

rain pattering down on them. Inside, as usual, business was pretty brisk: there were several cheery parties at lunch, the cheeriest of all, perhaps, being that of a well-known and popular railway magnate.

"Bad weather, this, for business," said he to Ciro.

"My goodness!" said Ciro, "I never seen such weather as this, ever since I been in Monte Carlo. They call this the *Pays du Soleil*, and just look at it outside: where *is* the sun? I want to know; we not seen him for more than a week. The Grand Duke 'e no come from Cannes, Mr. Bennett 'e no come from Beaulieu, the Duchess of York she no come from Menton . . . *when the d—d sun 'e no shine 'e cost me fifty louis a day!!*"

We of course replied that if the sun could be made to understand how expensive he was proving to such a deserving person as Ciro, we were quite sure he would try and mend his manners!

* * * * *

Many persons imagine that in the restaurants at Monte Carlo the scale of charges is often based entirely on the appearance and manners of the client. At one or two establishments this is undoubtedly the case. The proprietor looks you over with a sort of "I-wonder-how-much-

you-will-stand" kind of air, and then charges accordingly.

The late Sir Arthur Sullivan used to tell a story of a well-known restaurant, which shall be nameless, where this system of wholesale extortion prevailed.

Seeing that he lunched there nearly every day when he was alone, and generally partook of a most simple repast, he knew almost to a centime what the amount of his bill ought to be.

One day when a Russian Grand Duke was entertaining some other Royalties at an adjoining table, he found that the prices had risen in consequence. On looking closely at his bill he discovered that not only had the price for 'couvert' been overcharged, but that they had put down 2 francs for 'hors d'œuvres,' and 40 centimes for 'beurre'; the last item was the one which annoyed him, so he sent for the proprietor and remonstrated.

The head of the establishment was an Italian, and recognizing Sir Arthur as a very influential client, he was at once most effusively apologetic: "I very sorry, Sir Arthur," he began; "the cashier, she not see it was you; the 'couvert' I take him off directly, and the butter . . . I charge him to the Grand Duke; he not notice it!!"

The idea of promptly charging the Grand

Duke with any items which his neighbours objected to in their bills, always struck the great composer as being a distinctly humorous way of getting out of the difficulty!

* * * * *

But at the Hôtel de Paris things are managed differently, and if the following little incident related to me by a friend can be taken as a fair sample of the way in which customers are treated, there should not be many complaints.

The gentleman in question, Mr. H. T., invited a lady to lunch with him at the restaurant of the Hôtel de Paris. Now the lady had not been to Monte Carlo before, and was in fact on her first visit to the South of France, having accepted an invitation to spend a few weeks with some friends at Mentone. She was, therefore, not aware that there are one or two commodities for which extortionate prices are charged at all the smart restaurants, amongst them being caviar, asparagus and old brandy, but more especially caviar, for which I have known as much as 10 francs a portion charged!

As is usual on such occasions, when the hors d'œuvres were handed round, the waiter was especially pressing with the caviar, and in all the innocence of her unsuspecting heart, our fair friend was easily persuaded to take some.

Now Mr. H. T. is not a millionaire, and con-

sequently makes it a rule to eschew caviar at Monte Carlo; but having had a very successful morning at the Rooms, and seeing his guest partaking, he thought it would be only politeness to keep her company. When the bill arrived the caviar was charged 8 francs.

A few days afterwards the same lady came over again to lunch with Mr. H. T. at the same restaurant, and again elected to have some caviar. But it so happened that on this particular occasion Mr. H. T. had been very unlucky at the Casino before lunch, and was feeling very economical in consequence, he therefore thought he would look on whilst the lady ate the caviar, and keep her in countenance by toying with a humble sardine.

When the bill came, he was somewhat astonished to find the item—

Caviar, 3 francs.

After asking the lady's permission to make a remark on the bill, he sent for the head-waiter, and told him that on a former occasion they had been charged 8 francs for *two* portions of caviar, and that therefore he did not understand why they now only charged him 3 francs for one portion.

The waiter was quite equal to the occasion and said, "Because Monsieur did not take any."

"Quite true," said Mr. T., "but my friend took a spoonful."—"Parfaitement," replied the waiter, "but we have noticed that Monsieur always takes such a much *larger* spoonful than Madame!"

* * * * *

The following amusing little story of Ciro's Bar I have taken from the columns of the *Mentone and Monte Carlo News*.

A certain journalistic personage—his name need not be mentioned—wrote over to England to a friend for a small loan. He received a letter containing what he supposed to be a five-pound note, and *without reading the epistle*, swaggered into Ciro's and asked for 125 francs, which were promptly handed to him. He went, armed with this sum, into the Salon and won 100 louis. So elated was he that he asked a friend—none other than the late lamented "Bill" Yardley—to join him in a bottle of champagne at Ciro's. The proprietor met them with shrieks of indignation: "What mean you by this? What mean you by this?" The journalistic personage examined the note which he had cashed. Then he read the letter. Then he turned to Ciro and said, "My friend, you evidently don't understand a joke. I do. Help yourself!"—and he produced a handful of gold from his pocket. Ciro was so struck

with his magnificence that he paid for the champagne. But now I come to the point. The supposed 'fiver' which Ciro had changed was simply one of those fictitious documents on the Bank of Drury Lane issued by poor Augustus Harris to advertise, I think, the pantomime of *The Forty Thieves*, which said advertisement he had to withdraw under high official pressure.

The friend in England was the cruel joker, but yet proved 'a friend in need.'

I think I can make a shrewd guess at the identity of the 'journalistic personage'; it was probably none other than 'The Shifter,' that clever little man with the very large nose, whose death, a short while ago, was such a loss to the staff of the *Sporting Times*.

* * * * *

### Smart Repartee at the Tables.

This anecdote is generally credited to Mr. George R. Sims.

In the days of Gilbert and Sullivan and D'Oyley Carte, when Savoy Comic Opera was at its zenith, and money was pouring in at a tremendous rate, the great musician loved nothing better than a visit to the Sunny South, with an occasional flutter at Roulette.

On one particular evening, after winning at

the commencement, he suddenly struck a most villainous run of bad luck. No matter where he staked the result was the same, and handfuls of gold quickly disappeared into the coffers of the Bank.

"Not doing any good, I see," said 'George R.,' arriving on the scene at that moment.

"I should think not indeed," said Sullivan; "why, I had a great heap of gold in front of me ten minutes ago, and now it has all disappeared."

"Never mind, Sir Arthur," replied 'Dagonet,' "I am sure there are plenty more *notes* where that gold came from!"

* * * * *

The following is related of that cheery English nobleman, known to his friends as 'The Dasher,' whose sudden and unexpected death at Ostend last summer caused such universal and genuine regret in Monte Carlo circles.

He was seated at a Roulette Table one day, and was being subjected to considerable annoyance by an excitable foreigner—who had just been lunching off 'Bouillabaisse'—constantly reaching over him and puffing garlic in his face.

At last the pushing and noise behind his chair got so bad, that 'The Dasher,' who was not very strong at French, said to a friend, "I

wish you'd ask the man behind what on earth he wants."

"Je veux ma mise, je veux ma mise!" shouted the foreigner. "He says he wants his stake," translated the friend. "I've no doubt he does," said 'The Dasher,' "but I wish he'd understand that *I don't want his onions!*"

## THE 'BREAD-WINNER' SYSTEM

This is something similar to the system known as the 'Montant Belge.'

It requires a good large capital, the patience of Job, and plenty of time at your disposal. If you have got all three, and wish to make winning a practical certainty, there are not many better methods than this, and I believe there are a few persevering mortals who regularly win their 5 or 6 units a day at it.

It does not really matter very much what you elect to play it on—it is the 'massage' or Progression that is the important thing. It can be played on Red or Black, on the Sequences or Intermittences, or if you like on the 'Avant Dernière'—which means that you always play on the colour that came out last but one—it is probably as good as anything else, and the same may be said of the Wrangler's method (see page 103).

You play to win your units one by one, each

as a separate and distinct operation, and whenever you win one you stow it away in another pocket as a definite gain.

If you commence losing, you continue to play flat or level stakes of 1 unit, until either you are one to the good, or the Bank has won 5 from you. As soon as this has happened you begin playing flat stakes of 2 units, crossing out wins as they occur, and keeping a record of the losses. Say you start with 3 losses, 2 wins, and then 4 losses, your score would look like this—

1 ~~1~~ ~~1~~ 1 1 1 1

You are now 5 units to the bad, so you write down—

1 1 1 1 1

and start playing flat stakes of 2 units. Suppose the game goes as follows—

Win
Lose
Win
Win
Lose

Your score-sheet will appear thus—

1 ~~1~~ ~~1~~ ~~1~~ ~~1~~ ~~2~~ 2

You continue staking 2, and the table wins.

Lose
Lose
Win
Lose
Lose
Lose

Starting afresh with the figures remaining, viz. 1, 2, your score-sheet will then read like this—

1 2 2 ~~2~~ 2 2 2

You have now lost 5 twos on balance, so you

commence staking 3, and every time you win you will cross out 2 twos and write down a 1.

N.B.—Be sure you do this. If you cross out a 2 and a 1 it will alter the whole system, and make it more dangerous for the player.

The table comes round in your favour, and gives you—

Win
Win
Win

Starting with your score as follows—

1 2 2 2 2 2

the result after the above coups of 3 have been played will be as follows—

1 ½ ½ ½ ½ ½ 1 ½

Now as all the twos have disappeared, you drop from a stake of 3 to 2 again, starting as follows—

1 1

Supposing you get one loss and two wins, your score will appear—

½ ½ ½

and you are quits once more—you must then recommence with a stake of 1 unit.

The Bank has won 15 'coups' to your 11, and yet you have come out without loss.

This is the merit of the slow and safe Progression.

How much capital it would be necessary to

have, to make this method nearly infallible, I am unable to say, but the player who had 2000 units would be in a very strong position. Remember that all *safe* systems are necessarily slow.

Of course, if the table had continued unfavourable, you would have commenced staking 4 as soon as five threes appeared on your score-sheet, and you would have lowered your stake to 3 again as soon as all the threes had been wiped out.

## THE 'PAROLI' SYSTEM

THE idea of the ordinary or simple 'Paroli' is to play for two wins in succession, leaving the original stake—plus the winnings—on the table for the second 'coup.' The game can be played on any chance you prefer. On the Even Chances a 'Paroli' of a five-franc piece brings you in a net profit of 15 francs: on a single number 'en plein' it will bring you in a profit of 6295 francs, if successful at the first attempt.

The player naturally has the best prospect of success on the Even Chances. The following table shows the most direct Progression for a 'Paroli' on the Even Chances. By means of this Progression the player is enabled to recoup all previous losses, and land himself a winner on Balance, as soon as two consecutive wins are scored.

It will be seen from the following table that the player of a five-franc piece on an Even Chance at Roulette will reach the Maximum

after 26 unsuccessful attempts to win twice in succession. The player of a louis at Trente-

TABLE OF THE MOST DIRECT PROGRESSION FOR THE SIMPLE 'PAROLI' SYSTEM.

| Number of the 'Coup.' | Amount Staked. | Net Profit. |
|---|---|---|
| 1 | 1 | 3 |
| 2 | 1 | 2 |
| 3 | 1 | 1 |
| 4 | 2 | 3 |
| 5 | 2 | 1 |
| 6 | 3 | 2 |
| 7 | 4 | 2 |
| 8 | 5 | 1 |
| 9 | 7 | 2 |
| 10 | 9 | 1 |
| 11 | 12 | 1 |
| 12 | 16 | 1 |
| 13 | 22 | 3 |
| 14 | 29 | 2 |
| 15 | 39 | 3 |
| 16 | 52 | 3 |
| 17 | 69 | 2 |
| 18 | 92 | 2 |
| 19 | 123 | 3 |
| 20 | 164 | 3 |
| 21 | 218 | 1 |
| 22 | 291 | 2 |
| 23 | 388 | 2 |
| 24 | 517 | 1 |
| 25 | 690 | 3 |
| 26 | 920 | 3 |

et-Quarante will have two chances less of accomplishing his object, as the 25th stake would exceed the Maximum.

The direct Progression on the 'Paroli' System is not to be recommended. It is almost as dangerous as the ordinary Martingale, and is sure to bring the player to grief sooner or later.

By playing on the same idea, however, with a modified Progression, we can obtain a sound and reliable method. We will call it

**'The Ladder System.'**

It is based on the table given on the preceding page, and our first step consists of the first six stakes which we write down on our score-sheet horizontally as follows—

1 1 1 2 2 3

Now underneath each stake we will record the amount gained in the event of success: see Column 3 of the table given above. This gives us the following double line as the *First Step* of our Ladder—

$\frac{1}{3}$ $\frac{1}{2}$ $\frac{1}{1}$ $\frac{2}{3}$ $\frac{2}{1}$ $\frac{3}{2}$

We commence by staking 1 unit and play for two consecutive wins. Every time we are successful we count the net profit on the transaction as a *definite gain*, and begin again with a stake of 1 unit.

Should we eventually lose the last stake of 3, we have made a loss of 1 + 1 + 1 + 2 + 2 + 3 = 10 units.

We then construct the *Second Step* of our Ladder, based on the table above, only instead of beginning with the stake opposite No. 1 'coup' we omit it, and begin with No. 2 'coup.' The *Second Step* of our Ladder then appears as follows—

1 1 2 2 3 4

Write the profit, in the event of success underneath these figures as before, thus—

$\frac{1}{3}$ $\frac{1}{2}$ $\frac{2}{4}$ $\frac{2}{2}$ $\frac{3}{3}$ $\frac{4}{3}$

Now continue playing in the same way as on Step No. 1, until either you have regained the 10 units lost or have succeeded in losing your last stake of 4 units. In the event of this happening you will have lost—in addition to anything outstanding on the prevous 10 units—

1 + 1 + 2 + 2 + 3 + 4 = 13 units.

In order to get back these we construct a *Third Step* to our Ladder, beginning with the 3rd 'coup' on the Table of Progression. It will appear on our score-sheet as follows—

$\frac{1}{3}$ $\frac{2}{5}$ $\frac{2}{3}$ $\frac{3}{4}$ $\frac{4}{4}$ $\frac{5}{3}$

If we fail to get back all our losses with this step, we shall have lost in addition to anything outstanding—

1 + 2 + 2 + 3 + 4 + 5 = 17 units.

After recording the amount of losses outstanding, construct a *Fourth Step* as follows—

$\frac{2}{6}$ $\frac{2}{4}$ $\frac{3}{5}$ $\frac{4}{5}$ $\frac{5}{4}$ $\frac{7}{5}$

Each step of our Ladder is entirely independent of the preceding one, and it will be noticed that the higher we get, the more equal the gains become. Continue on each successive step until all previous losses are wiped out, then recommence entirely with the *First Step*. The above system, if strictly adhered to, can be safely recommended to a player with plenty of patience and capital at his disposal. The 'Avant Dernière' method of staking (see p. 160) would be well adapted to this game. Of course, on a very unfavourable 'tableau,' it may be necessary to employ a 5th, 6th, and 7th Step, etc., but after a little study of the figures given above, it will be an easy matter to construct them.

THE first of these is called the *Coup du Commandant*, or the *Hidden Louis*. It requires a modest capital of 25 francs, and is played as follows—

You must have an accomplice of irreproachable appearance, but must never be seen to have any communication with him in the Rooms.

The one who has the quickest eye and the most innocent demeanour will take the capital, and must behave as if he had hardly ever played the game before, and did not speak the language. We will call the operator *A*, and the accomplice *B*.

*A* walks round until he sees a Roulette Table, where there is plenty of money staked, and no end of excitement. He sees where the ball is falling, and in spite of the croupier having said 'Rien ne va plus,' reaches forward, and dashes his money either on to the number 'en plein,' or on to a 'cheval' or 'carré.' The

five-franc piece is on top and the louis *concealed underneath.*

"Trop tard!" says the croupier, and knocks off the money with his rake, but in nine cases out of ten he only knocks off the five-franc piece, and the louis remains on the number. *A* is of course very apologetic for having staked too late—but he doesn't understand the game, and cannot speak the language. If they try and make him take the louis as well, he denies all knowledge of it, and says it is not his.

"A qui le louis?" asks the croupier.

"A moi," says *B*, who is ready on the opposite side of the table. "J'ai mis un louis *en plein.*"

Well, there is such a lot of money on the table, that of course it is very difficult for any one to swear he didn't, and as no one else claims it, *B* is paid 35 louis.

The worst of this system is, that at Monte Carlo it is getting rather too well known, and if you try it more than once or twice, your exit from the Casino is likely to be a hurried one.

### *The Coup du Beau-père*

is much safer and not so well known; moreover it does not require any capital at all.

You walk round the Rooms and select your victim; he is generally to be found in the Trente-et-Quarante Room.

Some players are very superstitious—they never can win if they sit down at a table, nor if they watch the cards or touch their money. Consequently they put down, say, 5 louis on to Red, and stand a little way off listening whether they win or lose. If they hear three Reds announced they know they have got 40 louis on the Red, and they then come back and take it off.

Certain players of this kind have stakes on two or three tables at a time, and walk about from one to the other. Occasionally a friend stops them on the way, and starts a conversation. They merely listen to hear whether they have won or lost and go on talking.

This is the man you are on the look-out for. You watch his game and study his habits. Supposing he is accustomed to put 10 louis on to Red, and leave it to run three times, you wait until it has won twice, and see that the owner is either talking or has gone to another table, and then you whisper to the man who is sitting down in front of you—

"My dear sir, I wish you would do me a favour. I have got 40 louis on the Red, and see my father-in-law coming. There will be a most awful row if he catches me gambling; for goodness' sake rake off the 'masse' and give it me under the table!"

Well, of course the good-natured man does so, and you disappear into the crowd. When the rightful owner returns, if he hears the Black win, he knows he has lost his money, so nothing is said, but if he hears Red win for the third time, he asks for his 80 louis. Of course they are not to be found, and when inquiry is made, the croupier says there *were* 40 louis on the Red last time, "but that gentleman sitting over there raked them off."

"Yes," says the party referred to, "but they weren't mine, I took them off to oblige a man standing behind me who saw his father-in-law coming!"

By this time, I need hardly say, you are well on your way to the Café de Paris, or if needs be in the tram-car for Monaco. Forty louis is quite a good haul for one evening!

This reminds me of a good Baccarat story—it is called

*The Coup de la Limonade.*

A certain man, who was very clever at cards, was introduced to a Club at a French watering-place, where they played a big game of Baccarat.

He had only been playing for a very short time, when he discovered that all the members of the Club were in the habit of cheating by the

method known as 'la poussette,' *i.e.* after seeing the card dealt they would either add to their stakes, or deduct from them when the Banker was not looking.

"If that is their little game," thought he, "I believe I can go one better!" and he waited his opportunity.

Having secured some Club cards, he prepared a 'coup' and took a Bank of 50,000 francs. The 'coup' was a very simple one, consisting of six cards—two natural eights, followed by a natural nine; and by sleight-of-hand he easily conjured it on to the top of the pack.

When he dealt the cards there were about 10,000 francs on one 'tableau' and 15,000 francs on the other.

"Huit!" said the man on his right, turning up his cards.

"Encore huit!" said the man on his left, doing the same.

"Phew!" said the Banker, "excuse me, gentlemen, but this is rather a nasty 'coup'; if you don't mind, I think I should like a drink before turning up my cards. Waiter! just give me that lemonade off the table there."

The drink was brought him on a salver, and our friend took care to turn his head well round whilst he took a long pull at it, knowing perfectly that most of the players would seize the

opportunity to double their stakes whilst he was so engaged.

Then resuming the game he produced his '*Nine*,' and proceeded to rake in the chips, remarking as he did so, "Messieurs, les cartes passent!"

The twenty-five thousand francs originally staked had grown to be fifty thousand!

### *The Pinch of Snuff.*

This was another ingenious swindle which was practised in the Rooms at Monte Carlo for some time before the author was discovered and turned out. The party in question was always on the look-out for gamblers with plenty of cash and very little brains, who had just been losing a lot of money to the Bank.

He would scrape their acquaintance and inform them that if they were anxious to get some of their losses back, he was in a position to help them.

He professed to have an arrangement with one of the dealers at Trente-et-Quarante by which he was able to have one certain 'coup' dealt for him every day. If the player would agree to stake a Maximum (12,000 francs) and give him half in the event of success he would arrange with the dealer and give him a signal.

If the victim demurred at taking an unfair

advantage of the Bank, he would assure him that the Bank was in the habit of cheating in many different ways, and that as he had most probably been cheated out of the greater part of his losses, there was no harm in trying to get even with them!

By means of this argument the man who hesitated was generally persuaded to come into the partnership, and often even paid down money in advance; some of which was supposed to be given to the dealer who was to perform the trick.

The arrangement was made that the swindler should sit at the table, and as soon as he got his secret signal from the dealer, he was to transmit it to the player by taking snuff. One pinch of snuff meant "Put a Maximum on Red," and two pinches of snuff meant "Put a Maximum on Black!"

If the 'coup' came off, he would meet the victim outside in the hall, take 6000 francs from him, and arrange to repeat it the following day.

As a matter of fact he had no understanding with the dealer at all, and it was simply an even chance whether he signalled the right colour or not. If he did, he got his 6000 francs every day as long as it went right. If, however, things went wrong, he would put all the blame on his imaginary accomplice, the dealer, and say that

he would meet him after the Rooms had closed, and find out how the mistake had occurred.

What he did then, depended upon his estimate of the victim's character. If he was the sort of man to make trouble, he would disappear from Monte Carlo altogether until the coast was clear. If not, he would pretend that the dealer had made an unfortunate mistake, and it would be all right next time.

In any case the victim had no redress, because if he made a fuss and matters were inquired into, he would have to confess that he was himself trying to swindle the Bank by bribing one of the employés! So, of course, rather than have to admit this, he preferred to lose the money and remain silent.

## SYSTEMS ON NUMBERS

READERS will probably have noticed that almost all the systems described in this book have been on the Even Chances. The reason for this is not far to seek.

At Monte Carlo and Ostend, where Roulette is played with a Zero, and Trente-et-Quarante with a Refait, it is impossible to get away from the fact that a person who elects to play on anything but an Even Chance allows the Bank to have an *unnecessary* advantage over himself.

Now, as it is hard enough to frame a system by which the player has a good chance of beating the Bank, even when allowing it the least possible advantage, it seems to me that we should be making our task doubly difficult were we to commence by allowing the Bank a larger percentage than is absolutely necessary. All this has been clearly set forth and explained in the first chapter of *Ten Days at Monte Carlo*,

and the conclusion arrived at was, that all *serious* systems should be played on the Even Chances.

Some people, however, find them too dull and uninteresting, and are never happy unless playing on numbers or 'chevaux,' etc. I will therefore conclude with a few remarks on the various methods usually adopted by them.

The most favourite system of all is to study the spinner's hand, and discover a croupier who throws 'voisins,' or neighbouring numbers on the Wheel. It is curious how some men seem to have a tendency to do this much oftener than others. The usual way to play the 'Voisin' System is to back the number that came out last, and four numbers on each side of it on the Wheel. For the convenience of players wishing to try this method, I reproduce here a Table of each number, with its 'voisins.'

It will not, of course, always be necessary to back nine numbers 'en plein.' For, supposing we wished to back 36 and its 'voisins,' instead of staking one piece on each of the nine numbers, we could accomplish our object by only staking six pieces, viz. one on 6 'en plein,' one on $\frac{8}{11}$ 'à cheval,' one on 13 'en plein,' one on 23, one or $\frac{27}{30}$ 'à cheval,' and one on the 'Transversale pleine,' 34—36.

Some spinners, it will be found, instead of

TABLE OF 'VOISINS' ON THE ROULETTE WHEEL.

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 12 | 35 | 3 | 26 | 0 | 32 | 15 | 19 | 4 |
| 5 | 24 | 16 | 33 | 1 | 20 | 14 | 31 | 9 |
| 15 | 19 | 4 | 21 | 2 | 25 | 17 | 34 | 6 |
| 7 | 28 | 12 | 35 | 3 | 26 | 0 | 32 | 15 |
| 0 | 32 | 15 | 19 | 4 | 21 | 2 | 25 | 17 |
| 30 | 8 | 23 | 10 | 5 | 24 | 16 | 33 | 1 |
| 2 | 25 | 17 | 34 | 6 | 27 | 13 | 36 | 11 |
| 9 | 22 | 18 | 29 | 7 | 28 | 12 | 35 | 3 |
| 13 | 36 | 11 | 30 | 8 | 23 | 10 | 5 | 24 |
| 1 | 20 | 14 | 31 | 9 | 22 | 18 | 29 | 7 |
| 11 | 30 | 8 | 23 | 10 | 5 | 24 | 16 | 33 |
| 6 | 27 | 13 | 36 | 11 | 30 | 8 | 23 | 10 |
| 18 | 29 | 7 | 28 | 12 | 35 | 3 | 26 | 0 |
| 17 | 34 | 6 | 27 | 13 | 36 | 11 | 30 | 8 |
| 16 | 33 | 1 | 20 | 14 | 31 | 9 | 22 | 18 |
| 3 | 26 | 0 | 32 | 15 | 19 | 4 | 21 | 2 |
| 23 | 10 | 5 | 24 | 16 | 33 | 1 | 20 | 14 |
| 4 | 21 | 2 | 25 | 17 | 34 | 6 | 27 | 13 |
| 14 | 31 | 9 | 22 | 18 | 29 | 7 | 28 | 12 |

TABLE OF 'VOISINS' ON THE ROULETTE WHEEL

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 26 | 0 | 32 | 15 | 19 | 4 | 21 | 2 | 25 |
| 24 | 16 | 33 | 1 | 20 | 14 | 31 | 9 | 22 |
| 32 | 15 | 19 | 4 | 21 | 2 | 25 | 17 | 34 |
| 20 | 14 | 31 | 9 | 22 | 18 | 29 | 7 | 28 |
| 36 | 11 | 30 | 8 | 23 | 10 | 5 | 24 | 16 |
| 8 | 23 | 10 | 5 | 24 | 16 | 33 | 1 | 20 |
| 19 | 4 | 21 | 2 | 25 | 17 | 34 | 6 | 27 |
| 28 | 12 | 35 | 3 | 26 | 0 | 32 | 15 | 19 |
| 25 | 17 | 34 | 6 | 27 | 13 | 36 | 11 | 30 |
| 22 | 18 | 29 | 7 | 28 | 12 | 35 | 3 | 26 |
| 31 | 9 | 22 | 18 | 29 | 7 | 28 | 12 | 35 |
| 27 | 13 | 36 | 11 | 30 | 8 | 23 | 10 | 5 |
| 33 | 1 | 20 | 14 | 31 | 9 | 22 | 18 | 29 |
| 35 | 3 | 26 | 0 | 32 | 15 | 19 | 4 | 21 |
| 10 | 5 | 24 | 16 | 33 | 1 | 20 | 14 | 31 |
| 21 | 2 | 25 | 17 | 34 | 6 | 27 | 13 | 36 |
| 29 | 7 | 28 | 12 | 35 | 3 | 26 | 0 | 32 |
| 34 | 6 | 27 | 13 | 36 | 11 | 30 | 8 | 23 |

bringing out 'voisins,' throw what are called 'distances,' on the Wheel.

For example, if on arriving at a table you notice that a man spins first 0 followed by 22 and then 5, it will be seen that the ball has on each occasion fallen at a distance of exactly nine numbers from its last resting-place. In order, therefore, to catch it next time, the player would have to back 6 and its 'voisins,' and supposing this 'coup' came off, he would then back all the neighbours of 32. Other croupiers might spin right across the Wheel and back again, say first 0, then 5 or 10, and after that 0, 26, or 32.

Some players have an idea that the croupiers are always trying to bring out 0, and that the man who can succeed oftenest is promoted by the Administration. They consequently back 0 and its 'voisins' every spin of the Wheel. I remember telling this to a man some years ago, who thought the idea such a good one that he started to play on it, and continued every day for six weeks. He began with only a few five-franc pieces and won 100,000 francs; but nevertheless I am still an unbeliever in this system.

Some people play what is called 'les numéros en retard,' others play exactly the opposite, on the method known as 'les numéros dominants.'

To play either of these systems you first look

on for 37 spins of the Wheel, marking down the numbers as they appear.

The following curious discovery will then be made. It will be seen that there are invariably *about* 12 numbers which do not come out. This is the Law of Chance.

Try it another way. Put 37 numbers into a hat, and draw out one 37 times—always of course replacing the number drawn, and giving the hat a good shake. There will invariably be about 12 numbers which have not been drawn. Or you can tell 37 different people to think of a number on the Roulette Wheel and write it down, without comparing notes, the result will be the same.

To play the 'numéros en retard,' you mark down the numbers which have not come out during the 37 spins you have witnessed, and play upon them with a slow Progression until you have won a fixed amount, or lost all your capital.

To play the 'numéros dominants,' or 'favoured numbers,' you mark down those which have appeared *more than once* in 37 spins, and stake on them in the same way, with a slow Progression, until you have won a certain fixed sum.

Of these two methods I should prefer the latter, being firmly impressed with the idea that every Roulette Wheel has its irregularities and

imperfections, just like any ordinary billiard table; and it will often be noticed that if any group of numbers shows a tendency to predominate, when you first arrive at a table, they will sometimes contrive to do so for several hours. This may or may not be the result of an irregularity of the Wheel.

Another method of playing on numbers, which is very popular, is to play on 'finales.' Suppose for example you elected to back 'les finales quatres,' the croupier would place your stakes on 4, 14, 24 and 34. Some people adopt the system just described above, and apply it to the 'finales.' They would, however, only require to mark down about 12 spins instead of 37, after which they would either back 'les finales en retard,' or 'les finales dominantes.' Supposing on arriving at a table the following numbers appeared—9, 6, 25, 0, 12, 15, 36, 33, 17, 14, 36, 35, the player on the 'finales en retard' would select the 'finales' 1 and 8 which have not come out at all. On the other hand, the player on the 'finales dominantes' would select 5 and 6, both of which have appeared three times. For preference, I should select the latter method.

Some people like to back a whole section of the Wheel, say 12 numbers next to one another, in the expectation of the ball falling into that quarter.

The following is an ingenious way of backing 28 numbers with only four stakes, 18 of which numbers it will be seen are next door to one another on the Wheel.

Place your Wheel with 0 at the top, take 28 as your starting-point and count twelve numbers down the left-hand side of the cylinder, *i. e.* until you arrive at 16. You will find that half these numbers are in the first column.

Now take 18 as your starting-point and count ten numbers down the left-hand side of the cylinder, *i. e.* until you come to 24. Out of these ten numbers six belong to the middle dozen.

If then we place 5 louis on the first column and 5 louis on the middle dozen, we shall have covered every number on the Wheel from 28 to 23 with the exception of four numbers, viz. 29, 9, 33 and 5.

Now place 2 louis on the 'carré' 5–9 and 2 louis on the 'carré' 29–33, and you will find that you have covered every number on the cylinder from 28 to 30, being exactly half the Wheel. You will also have 28 numbers on your side altogether, leaving only 9 unbacked, and the most curious thing of all is that out of these 9 which you have not touched, 5 of them, viz. 12, 35, 3, 26, and 0, are next door to one another on the Wheel.

And now, gentle readers, one last word of

advice. Do not be surprised at anything you may see occurring at the Gambling Tables.

Professor Pearson in his article 'Science and Monte Carlo,' which appeared in the *Fortnightly Review* of Feb. 1894, says — "Monte Carlo Roulette, if judged by returns which are published apparently with the sanction of the 'Société,' is, if the Laws of Chance rule, from the standpoint of exact science, the most prodigious miracle of the nineteenth century."

Professor Pearson is right. At Monte Carlo the unexpected is always happening, and you will see things occurring almost every day, against which the odds should be over a million to one! Be, therefore, prepared for the worst, and remember that the Law of Chance is a very elastic one.

If you have carefully studied the foregoing pages, you will have been initiated into almost all the best known methods, in addition to one or two which have never before been published; my task is therefore accomplished, and in the hope that each individual may make a judicious selection, and experience the best of good luck, I can only say—

"*Mesdames et Messieurs, choisissez votre Système, et faites vos jeux—rien ne va plus!*"

THE END

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